FIG. 1

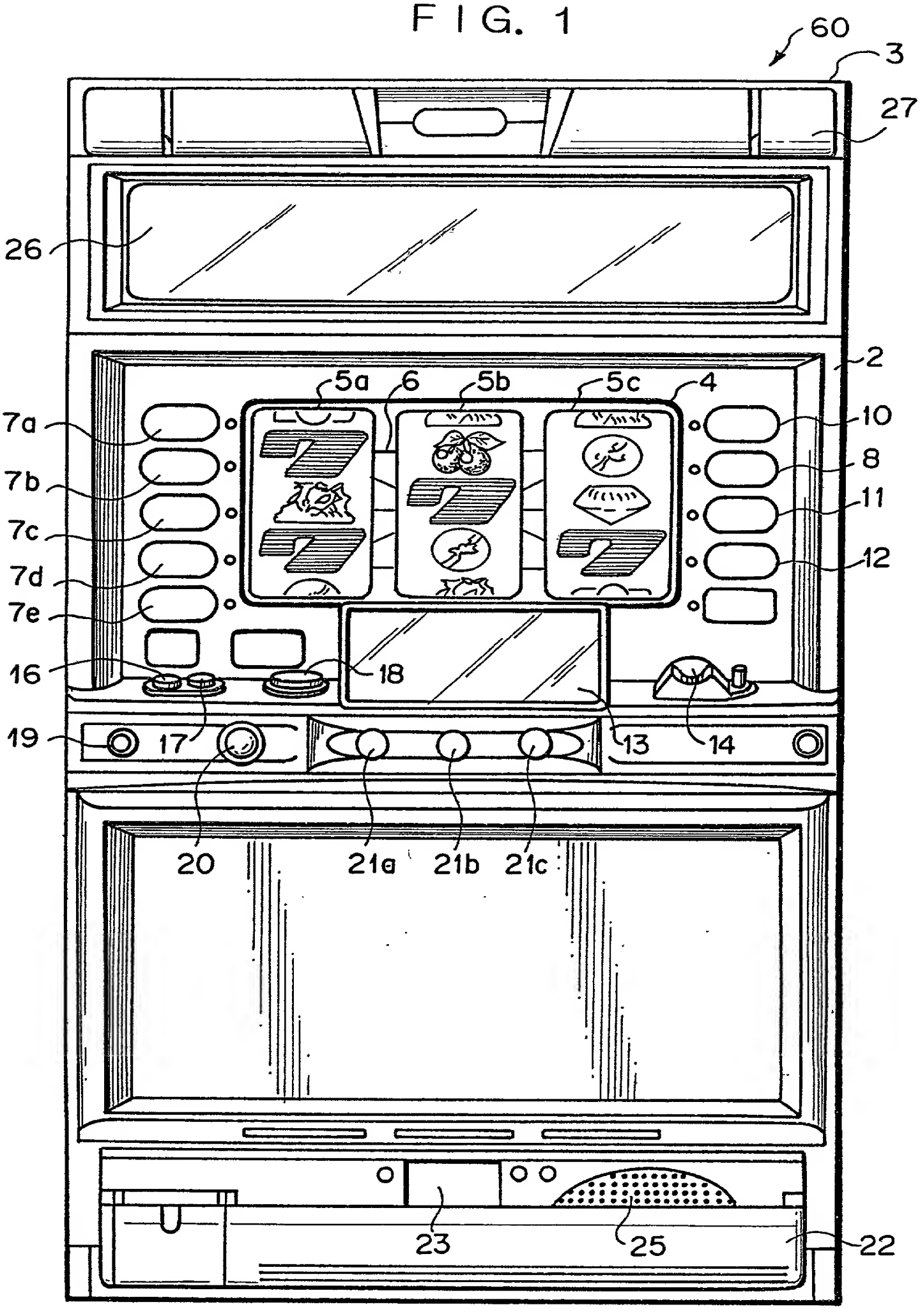

60
3
27
26
2
5a
6
5b
5c
4
7a
7b
7c
7d
7e
10
8
11
12
16
18
19
17
13
14
20
21a
21b
21c
23
25
22

FIG. 2

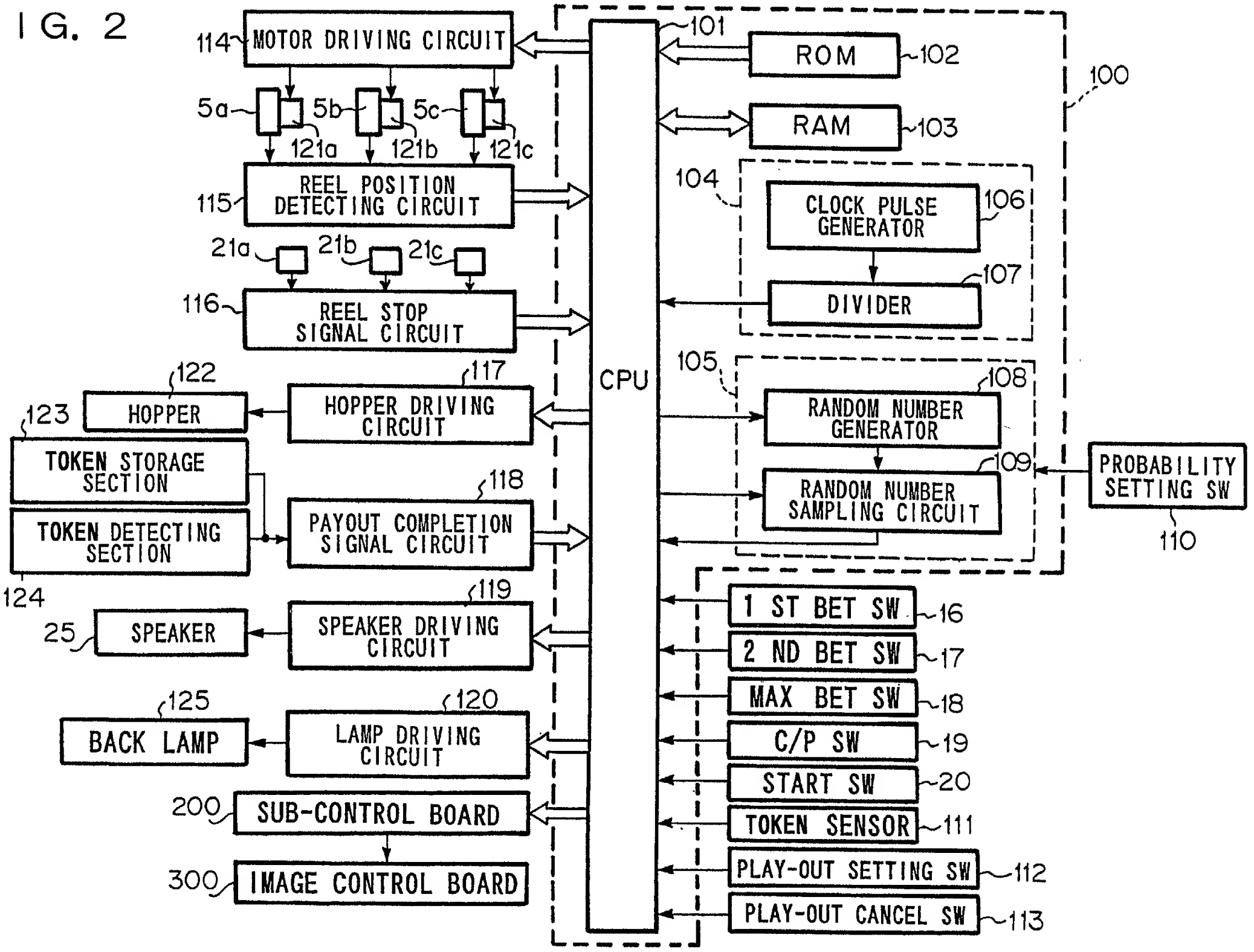

MOTOR DRIVING CIRCUIT
114
5a
5b
5c
121a
121b
121c
REEL POSITION DETECTING CIRCUIT
115
21a
21b
21c
REEL STOP SIGNAL CIRCUIT
116
122
HOPPER
123
TOKEN STORAGE SECTION
TOKEN DETECTING SECTION
124
HOPPER DRIVING CIRCUIT
117
118
PAYOUT COMPLETION SIGNAL CIRCUIT
119
SPEAKER
25
SPEAKER DRIVING CIRCUIT
125
BACK LAMP
120
LAMP DRIVING CIRCUIT
200
SUB-CONTROL BOARD
300
IMAGE CONTROL BOARD
CPU
101
ROM
102
100
RAM
103
104
CLOCK PULSE GENERATOR
106
DIVIDER
107
105
RANDOM NUMBER GENERATOR
108
109
RANDOM NUMBER SAMPLING CIRCUIT
PROBABILITY SETTING SW
110
1 ST BET SW
16
2 ND BET SW
17
MAX BET SW
18
C/P SW
19
START SW
20
TOKEN SENSOR
111
PLAY-OUT SETTING SW
112
PLAY-OUT CANCEL SW
113

FIG. 3

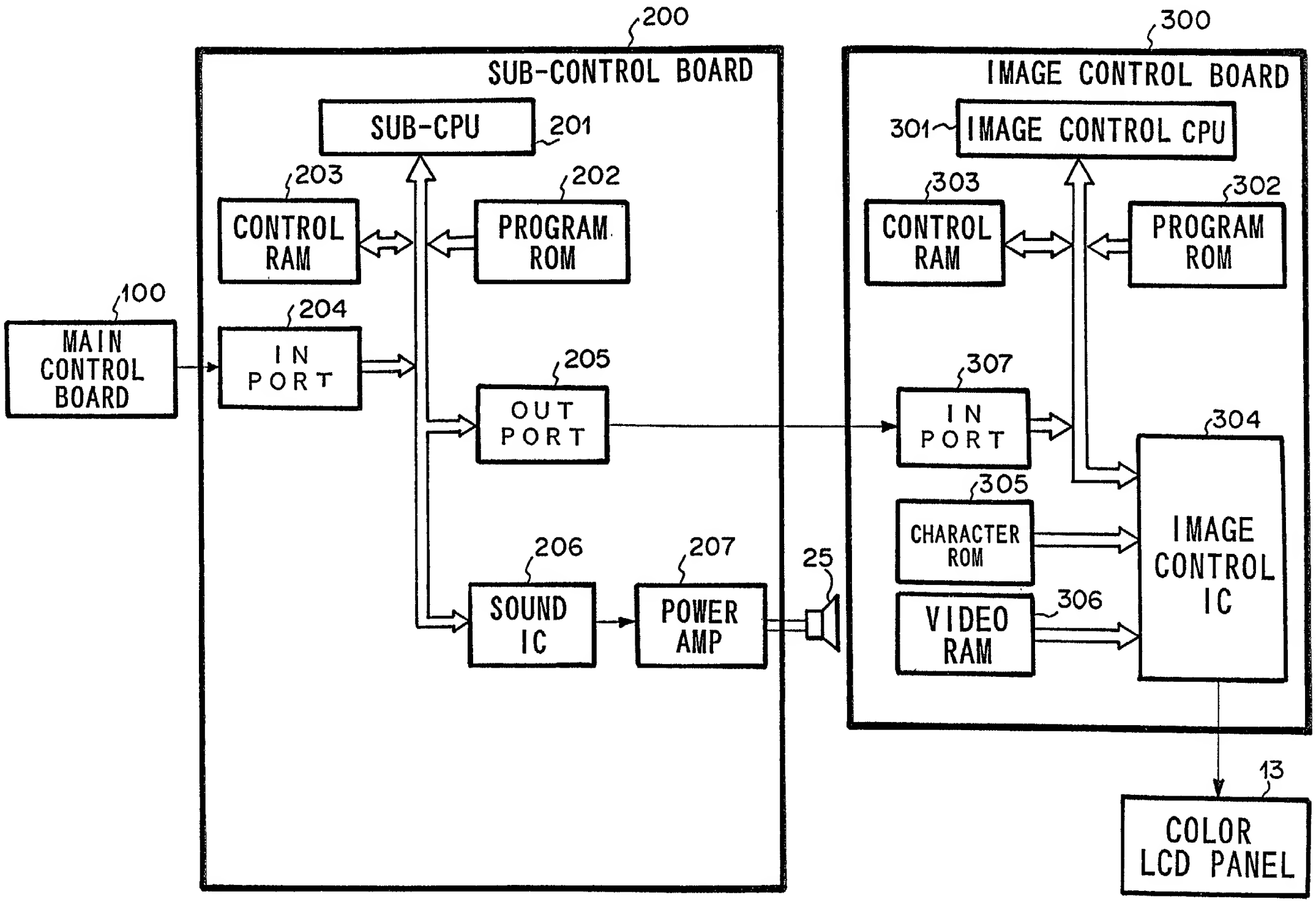

200
SUB-CONTROL BOARD
SUB-CPU
201
203
CONTROL RAM
202
PROGRAM ROM
100
MAIN CONTROL BOARD
204
IN PORT
205
OUT PORT
206
SOUND IC
207
POWER AMP
25
300
IMAGE CONTROL BOARD
301
IMAGE CONTROL CPU
303
CONTROL RAM
302
PROGRAM ROM
307
IN PORT
304
305
CHARACTER ROM
306
VIDEO RAM
IMAGE CONTROL IC
13
COLOR LCD PANEL

FIG. 4

INPUT PORT [0] (INMAP0)	
[D7]	STROBE SIGNAL OUTPUT FROM MAIN CPU
[D6]	UNASSIGNED
[D5]	UNASSIGNED
[D4]	UNASSIGNED
[D3]	POWER DOWN SIGNAL
[D2]	UNASSIGNED
[D1]	UNASSIGNED
[D0]	UNASSIGNED

FIG. 5

CONTROL OUTPUT PORT [0] (CNTMAP0)	
[D7]	SOUND MUTE CONTROL OUTPUT
[D6]	UNASSIGNED
[D5]	UNASSIGNED
[D4]	UNASSIGNED
[D3]	UNASSIGNED
[D2]	UNASSIGNED
[D1]	LIQUID CRYSTAL DISPLAY PROBE OUTPUT
[D0]	WATCHDOG TIMER RESET

FIG. 6

COMMAND RECEIVE PORT [HIGHER HIERARCHICAL LEVEL] (COMHMAP)	
[D7]	DATA D15 OUTPUT FROM MAIN CPU
[D6]	DATA D14 OUTPUT FROM MAIN CPU
[D5]	DATA D13 OUTPUT FROM MAIN CPU
[D4]	DATA D12 OUTPUT FROM MAIN CPU
[D3]	DATA D11 OUTPUT FROM MAIN CPU
[D2]	DATA D10 OUTPUT FROM MAIN CPU
[D1]	DATA D9 OUTPUT FROM MAIN CPU
[D0]	DATA D8 OUTPUT FROM MAIN CPU

FIG. 7

COMMAND RECEIVE PORT [LOWER HIERARCHICAL LEVEL] (COMLMAP)	
[D7]	DATA D7 OUTPUT FROM MAIN CPU
[D6]	DATA D6 OUTPUT FROM MAIN CPU
[D5]	DATA D5 OUTPUT FROM MAIN CPU
[D4]	DATA D4 OUTPUT FROM MAIN CPU
[D3]	DATA D3 OUTPUT FROM MAIN CPU
[D2]	DATA D2 OUTPUT FROM MAIN CPU
[D1]	DATA D1 OUTPUT FROM MAIN CPU
[D0]	DATA D0 OUTPUT FROM MAIN CPU

FIG. 8

LIQUID CRYSTAL DISPLAY COMMAND TRANSMISSION PORT (LCDMAP)	
[D7]	DATA D7 OUTPUT TO IMAGE DISPLAY CPU
[D6]	DATA D6 OUTPUT TO IMAGE DISPLAY CPU
[D5]	DATA D5 OUTPUT TO IMAGE DISPLAY CPU
[D4]	DATA D4 OUTPUT TO IMAGE DISPLAY CPU
[D3]	DATA D3 OUTPUT TO IMAGE DISPLAY CPU
[D2]	DATA D2 OUTPUT TO IMAGE DISPLAY CPU
[D1]	DATA D1 OUTPUT TO IMAGE DISPLAY CPU
[D0]	DATA D0 OUTPUT TO IMAGE DISPLAY CPU

FIG. 9

SOUND OUTPUT PORT (SUNDMAP)	
[D7]	SOUND OUTPUT D7
[D6]	SOUND OUTPUT D6
[D5]	SOUND OUTPUT D5
[D4]	SOUND OUTPUT D4
[D3]	SOUND OUTPUT D3
[D2]	SOUND OUTPUT D2
[D1]	SOUND OUTPUT D1
[D0]	SOUND OUTPUT D0

FIG. 10

RECEIVE COMMAND CODE		
COMMAND CODE	DATA VALUE	DESCRIPTION
MCMD_MAX	00FH	MAXIMUM COMMAND CODE OUTPUT FROM MAIN CPU
MCMD_INIT	001H	PRESENTATION INITIALIZATION COMMAND CODE
MCMD_DEMO	002H	DEMONSTRATION DISPLAY COMMAND CODE
MCMD_MDIN	003H	GAMING TOKEN INSERTION COMMAND CODE
MCMD_NMST	004H	COMMAND CODE FOR STARTING GAME DURING NORMAL GAME
MCMD_RBST	005H	COMMAND CODE FOR STARTING SPINNING OF REELS DURING RB
MCMD_BBST	006H	COMMAND CODE FOR STARTING SPINNING OF REELS DURING BB
MCMD_RLSP	007H	STOP REEL COMMAND CODE
MCMD_NHIT	008H	GENERATION (ALL REEL STOP) COMMAND CODE
MCMD_JHIT	009H	GENERATION-OF-JACKPOT-GAME COMMAND CODE
MCMD_POFN	00AH	PAYOUT COMPLETION COMMAND CODE
MCMD_BNST	00BH	COMMAND CODE FOR INSTRUCTING CHANGING OF STATUS OF BONUS GAME
MCMD_BBFN	00CH	BB END OPERATION COMMAND CODE
MCMD_ERR	00DH	ERROR PRESENTATION INSTRUCTION COMMAND CODE
MCMD_PSEL	00EH	COMMAND CODE CONCERNING TYPE OF PRESENTATION RENDERED BY MAIN CPU
MCMD_SUND	00FH	SOUND PRESENTATION INSTRUCTION COMMAND CODE
ERRN_MAX	00FH	ALLOWABLE NUMBER OF CONTINUOUS RECEIVE ERRORS

FIG. 11

01H	PRESENTATION INITIALIZATION
NONE	

FIG. 12

02H	DEMONSTRATION DISPLAY
NONE	

FIG. 13

03H	INSERT GAMING TOKEN
NUMBER OF TOKENS TO BE INSERTED FOR JACKPOT GAME (1-3)	

FIG. 14

04H	START GAMES DURING NORMAL GAME
	TYPE OF GENERATION
b7	BB
b6	RB
b5	REPLAY OR RB DURING BB
b4	DIAMOND
b3	DRAGON 2
b2	DRAGON 1
b1	FOUR CHERRIES
b0	TWO CHERRIES

FIG. 15

05H	START SPINNING OF REELS DURING RB
	NUMBER OF AVAILABLE RB GAMES, NUMBER OF AVAILABLE RB OPERATIONS
b7	
b6	
b5	NUMBER OF AVAILABLE RB GAMES (12-1)
b4	NUMBER OF AVAILABLE RB GAMES (12-1)
b3	NUMBER OF AVAILABLE RB GAMES (12-1)
b2	NUMBER OF AVAILABLE RB GAMES (12-1)
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)
b0	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)

FIG. 16

06H	START SPINNING OF REELS DURING BB
	NUMBER OF REMAINING BB GAMES, NUMBER OF AVAILABLE RB OPERATIONS
b7	TYPE OF BB (0/1= WHITE 7/RED 7)
b6	NUMBER OF REMAINING BB GAMES (30-1)
b5	NUMBER OF REMAINING BB GAMES (30-1)
b4	NUMBER OF REMAINING BB GAMES (30-1)
b3	NUMBER OF REMAINING BB GAMES (30-1)
b2	NUMBER OF REMAINING BB GAMES (30-1)
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1)
b0	NUMBER OF AVAILABLE RB OPERATIONS (3-1)

FIG. 17

07H	REEL STOP
STOP REEL INFORMATION	
b7	
b6	
b5	
b4	
b3	
b2	3RD STOPPAGE
b1	2ND STOPPAGE
b0	1ST STOPPAGE

FIG. 18

08H	ELECTIONS EXCLUSIVE OF GENERATION OF JACKPOT GAMES
TYPE OF GENERATION	
b7	RB(01), WHITE 7(10), RED 7(11)
b6	RB(01), WHITE 7(10), RED 7(11)
b5	REPLAY OR RB DURING BB
b4	DIAMOND
b3	DRAGON 2
b2	DRAGON 1
b1	4 CHERRIES
b0	2 CHERRIES

FIG. 19

09H	GENERATION OF JACKPOT GAMES
NUMBER OF AVAILABLE ELECTIONS (8 TO 1), 0 DEPICTS FAILURE	

FIG. 20

0AH	COMPLETION OF PAYOUT
NONE	

FIG. 21

0BH	INSTRUCTION FOR CHANGING STATUS OF BONUS GAME
00H	RB COMPLETED
01H	START BB1-2 (RB PERFORMED DURING BB IS COMPLETED: WHITE 7)
02H	START BB2-2 (RB PERFORMED DURING BB IS COMPLETED: RED 7)
03H	START BB3 (RB PERFORMED DURING BB IS COMPLETED: COMMON)
04H	BB TERMINATION 1 PRESENTATION INSTRUCTION (NORMAL END)
05H	BONUS TERMINATION 2 PRESENTATION INSTRUCTION [RB 1 OR 2 ENDED WITH PUNCTURES (FAILURES)]
06H	BONUS TERMINATION 3 PRESENTATION INSTRUCTION [RB 3 ENDED WITH PUNCTURES (FAILURES)]
07H	BONUS TERMINATION 4 PRESENTATION INSTRUCTION [ENDED WITH PUNCTURES (FAILURES) DURING NORMAL GAME]

FIG. 22

0CH	OPERATION AT THE END OF BB
00H	COMPLETION OF WAIT FOR GAME STOP TIME AFTER COMPLETION OF BB
01H	SETTLEMENT OPERATION
02H	PLAY-OUT OPERATION

FIG. 23

0DH	ERROR INSTRUCTION
00H	CANCEL ERROR STATUS
01H	INSERTED TOKEN PASSAGE TIME ERROR
02H	INSERTED TOKEN PASSAGE CHECK ERROR
03H	GAMING TOKEN AUXILIARY STORAGE FULL ERROR
04H	INSERTED TOKEN REVERSE-MOVEMENT ERROR
05H	HOPPER EMPTY ERROR
06H	HOPPER JAM ERROR
07H	ILLEGAL HIT ERROR

FIG. 24

0EH	TYPE OF PRESENTATIONS TO BE PERFORMED BY MAIN CPU
	TYPE OF PRESENTATION
b7	
b6	
b5	
b4	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b3	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b2	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b1	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b0	GAME START SOUND (0/1=START SOUND 1/2)

FIG. 25

0FH	SOUND PRESENTATION INSTRUCTION
15H	REEL SPINNING DISABLE SOUND (4.1 SECONDS)
16H	GENERATION-OF-BB-EXPECTATION SOUND (REEL *LI-ZHI* SOUND 1)
17H	GENERATION-OF-BB-EXPECTATION SOUND (REEL *LI-ZHI* SOUND 2)
18H	GAMING TOKEN PAYOUT SOUND 1 (TRANSMITTED AT SETTLEMENT)
1DH	GAMING TOKEN INSERTION SOUND 1 (WHEN CREDIT IS ADDED)
02H	SPINNING DISABLE SOUND, PAYOUT SOUND MUTE

FIG. 26

DISPLAY CONTROL CODE		
COMMAND CODE	DATA VALUE	DESCRIPTION
DSP_STX	0D6H	COMMAND TRANSMISSION START CODE
DSP_INIT	001H	LIQUID CRYSTAL DISPLAY ERASURE (INITIALIZATION COMMAND)
DSP_DEMO	002H	DEMONSTRATION DISPLAY
DSP_REEL	003H	REEL SCREEN DISPLAY
DSP_NSTR	004H	START SPINNING OF REELS ON NORMAL REEL SCREEN
DSP_SSTR	005H	START SPINNING OF INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DSP_NLSP	006H	STOP LEFT REEL ON NORMAL REEL SCREEN
DSP_RECH	007H	*LI-ZHI* PRESENTATION INSTRUCTION (STOP ON NORMAL REEL SCREEN)
DSP_SSTP	008H	STOP REELS ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DSP_NHIT	009H	GENERATION OF SMALL-JACKPOT COMBINATION ON NORMAL REEL SCREEN
DSP_SHIT	00AH	GENERATION OF SMALL-JACKPOT COMBINATION ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DSP_BHIT	00BH	GENERATION OF BONUS
DSP_BSTG	00CH	BONUS STAGE DISPLAY
DSP_RSTR	00DH	START SPINNING OF REELS DURING RB
DSP_JHIT	00EH	JACKPOT WINNING PRESENTATION
DSP_BSTR	00FH	START SPINNING OF REELS DURING BB
DSP_BNHT	0010H	SMALL-JACKPOT COMBINATION WINNING IN NORMAL GAME DURING BB
DSP_BRHT	011H	GENERATION OF RB DURING BB
DSP_ERR	012H	ERROR SCREEN DISPLAY
NORM_REEL	001H	DISPLAY DESIGNATION ON NORMAL REEL SCREEN
FGDU_REEL	002H	DISPLAY DESIGNATION ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN

FIG. 27

01h	LIQUID CRYSTAL DISPLAY MUTE (INITIALIZATION COMMAND)
NONE	

FIG. 28

02h	DEMONSTRATION DISPLAY
NONE	

FIG. 29

03h	REEL SCREEN DISPLAY
REEL SCREEN TYPE	
01h	NORMAL REEL SCREEN
02h	INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DISPLAYED-SYMBOL DATA 1	
b7	UNASSIGNED
b6	UNASSIGNED
b5	UNASSIGNED
b4	0
b3	LEFT DISPLAYED SYMBOL
b2	LEFT DISPLAYED SYMBOL
b1	LEFT DISPLAYED SYMBOL
b0	LEFT DISPLAYED SYMBOL
DISPLAYED-SYMBOL DATA 2	
b7	CENTER DISPLAYED SYMBOL
b6	CENTER DISPLAYED SYMBOL
b5	CENTER DISPLAYED SYMBOL
b4	CENTER DISPLAYED SYMBOL
b3	RIGHT DISPLAYED SYMBOL
b2	RIGHT DISPLAYED SYMBOL
b1	RIGHT DISPLAYED SYMBOL
b0	RIGHT DISPLAYED SYMBOL

FIG. 30

	DISPLAYED SYMBOL
00h	7
01h	BAR
02h	Do
03h	CAKE
04h	COOKIE
05h	E
06h	X
07h	T
08h	R
09h	A

FIG. 31

04h	REEL SPINNING START ON NORMAL REEL SCREEN
SIGN PRESENTATION INSTRUCTION	
00h	GENERATION OF SMALL-JACKPOT COMBINATION PRESENTATION WITHOUT SIGN
01h	GENERATION OF DB OR CHERRY WITH LOW-DEGREE SIGN
02h	GENERATION OF DB OR CHERRY WITH HIGH-DEGREE SIGN
03h	GENERATION OF DRAGON WITH LOW-DEGREE SIGN
04h	GENERATION OF DRAGON WITH HIGH-DEGREE SIGN
05h	GENERATION OF DIAMOND WITH LOW-DEGREE SIGN
06h	GENERATION OF DIAMOND WITH HIGH-DEGREE SIGN
07h	REPLAY GENERATION SIGN
08h	*LI-ZHI* PRESENTATION WITHOUT SIGN
09h	*OSHIKURA LI-ZHI* SIGN
0Ah	POWERBALL *LI-ZHI* SIGN
0Bh	BALANCING-ON-ROLLING-BALL *LI-ZHI* SIGN
0Ch	YAH-HOO SIGN
0Dh	BB DETERMINATION (RAINBOW 7)
0Eh	RB DETERMINATION (RAINBOW, BAR)
DISPLAYED-SYMBOL DATA 1 (SAME AS ABOVE)	
DISPLAYED-SYMBOL DATA 2 (SAME AS ABOVE)	

FIG. 32

05h	SPINNING START ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
SIGN PRESENTATION INSTRUCTION (SAME AS Fig. 31, BUT FOR ONLY SMALL-JACKPOT COMBINATION GENERATION PATTERN)	
DISPLAYED-SYMBOL PATTERN 1 (SAME AS ABOVE)	
DISPLAYED-SYMBOL PATTERN 2 (SAME AS ABOVE)	

FIG. 33

UNASSIGNED	LEFT REEL STOP ON NORMAL REEL SCREEN (UNASSIGNED)
LEFT REEL STOP DISPLAYED-SYMBOL DATA (SET ON LOWER FOUR BITS)	

FIG. 34

07h	STOP ON NORMAL REEL SCREEN (*LI-ZHI* PRESENTATION INSTRUCTION)
LI-ZHI PRESENTATION INSTRUCTION	
00h	NO *LI-ZHI* PRESENTATION
01h	NORMAL FAILURE
02h	NORMAL WINNING
03h	*OSHIKURA* FAILURE
04h	*OSHIKURA* WINNING
05h	BALANCING-ON-ROLLING-BALL RIGHT FAILURE
06h	BALANCING-ON-ROLLING-BALL RIGHT WINNING 1
07h	RB UPGRADE
08h	BALANCING-ON-ROLLING-BALL RIGHT WINNING 2
09h	BALANCING-ON-ROLLING-BALL LEFT FAILURE
0Ah	BALANCING-ON-ROLLING-BALL LEFT WINNING 1
0Bh	BB UPGRADE
0Ch	BALANCING-ON-ROLLING-BALL LEFT WINNING 2
0Dh	BALANCING-ON-ROLLING-BALL CENTER FAILURE
0Eh	BALANCING-ON-ROLLING-BALL CENTER WINNING 1
0Fh	RESERVED FOR FUTURE USE
10h	BALANCING-ON-ROLLING-BALL CENTER WINNING 2
11h	POWERBALL 1 FAILURE
12h	POWERBALL 1 WINNING
13h	POWERBALL 2 FAILURE
14h	POWERBALL 2 WINNING
15h	POWERBALL 3 FAILURE
16h	POWERBALL 3 WINNING
STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA 1	
STATIONARY DISPLAYED-SYMBOL DATA 2	

FIG. 35

08h	REEL STOP ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA 1	
STATIONARY DISPLAYED-SYMBOL DATA 2	

FIG. 36

09h	SMALL-JACKPOT COMBINATION WINNING PRESENTATION ON NORMAL REEL SCREEN
SMALL-JACKPOT COMBINATION WINNING PRESENTATION INSTRUCTION	
b7	DROPPED
b6	UNASSIGNED
b5	REPLAY WINNING
b4	DIAMOND WINNING
b3	DRAGON 2 WINNING
b2	DRAGON 1 WINNING
b1	FOUR CHERRIES WINNING
b0	TWO CHERRIES WINNING
STATIONARY DISPLAYED-SYMBOL DATA 1	
STATIONARY DISPLAYED-SYMBOL DATA 2	

FIG. 37

0Ah	SMALL-JACKPOT COMBINATION WINNING PRESENTATION ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
SMALL-JACKPOT COMBINATION INSTRUCTION (SAME AS IN Fig. 36)	
STATIONARY DISPLAYED-SYMBOL DATA 1	
STATIONARY DISPLAYED-SYMBOL DATA 2	

FIG. 38

0Bh	BONUS WINNING PRESENTATION
TYPE OF BONUS WINNING	
01h	EXTRA
02h	WHITE 7
03h	RED 7

FIG. 39

0Ch	BONUS STAGE DISPLAY INSTRUCTION
	BONUS STAGE TYPE
00h	RB STAGE 1 (TRUE RB)
01h	RB END (TRUE RB)
02h	BB STAGE 1 START DISPLAY
03h	BB STAGE 2 START DISPLAY (RB1 IS ENDED DURING BB)
04h	BB STAGE 3 START DISPLAY (RB2 IS ENDED DURING BB)
05h	BB END PRESENTATION DISPLAY 1 (NORMAL END)
06h	BONUS END PRESENTATION DISPLAY 2 (RB1 AND 2 ARE ENDED WITH FAILURES)
07h	BONUS END PRESENTATION DISPLAY 3 (RB 3 IS ENDED WITH FAILURE)
08h	BONUS END PRESENTATION DISPLAY 4 (NORMAL GAME IS ENDED WITH FAILURE)

FIG. 40

0Dh	START SPINNING OF REELS DURING RB
	RB STAGE (1-3)
	NUMBER OF RB GAMES (1-12)

FIG. 41

0Eh	JACKPOT-GAME WINNING PRESENTATION
	RB STAGE (1-3)
	NUMBER OF WINNING OF JACKPOT GAMES (0-8)

FIG. 42

0Fh	START SPINNING OF REELS DURING BB
	BB STAGE (1-3)
	NUMBER OF REMAINING BB GAMES (30-1)

FIG. 43

10h	SMALL-JACKPOT COMBINATION WINNING PRESENTATION IN NORMAL GAME DURING BB
BB STAGE (1-3)	
NUMBER OF REMAINING BB GAMES (30-1)	
SMALL-JACKPOT COMBINATION WINNING PRESENTATION INSTRUCTION	
b7	DROPPED
b6	UNASSIGNED
b5	REPLAY GAME WINNING
b4	DIAMOND WINNING
b3	DRAGON 2 WINNING
b2	DRAGON 1 WINNING
b1	FOUR CHERRIES WINNING
b0	TWO CHERRIES WINNING

FIG. 44

11h	PRESENTATION OF RB WINNING ARISEN DURING BB
RB STAGE (1-3)	

FIG. 45

12h	ERROR SCREEN DISPLAY
ERROR TYPE	
01h	INSERTED TOKEN PASSAGE TIME ERROR
02h	INSERTED TOKEN PASSAGE CHECK ERROR
03h	GAMING TOKEN AUXILIARY STORAGE FULL ERROR
04h	INSERTED TOKEN REVERSE-MOVEMENT ERROR
05h	HOPPER EMPTY ERROR
06h	HOPPER JAM ERROR
07h	ILLEGAL HIT ERROR

FIG. 46

LABEL	DATA	DESCRIPTION
DUMMY	0	DUMMY DATA
STBI_BITN	7	BIT FOR DETECTING STROBE SIGNAL OUTPUT FROM MAIN CPU
PDWN_BITN	3	POWER DOWN DETECTION BIT
NONRCP_CD	008H	DESIGNATION OF *LI-ZHI* PRESENTATION WITHOUT SIGN
YHOPRE_CD	00CH	YAH-HOO SIGN PRESENTATION CODE
BLNRC_CD	00DH	BONUS (BB) DETERMINATION SIGN, (BALLOON *LI-ZHI*) PRESENTATION CODE
NRMRC_CD	001H	NORMAL *LI-ZHI* PRESENTATION CODE
STSD_DMSK	001H	MASK DATA FOR EXTRACTING GAME START SOUND
FLSH_DMSK	01EH	MASK DATA FOR EXTRACTING REEL LAMP FLASH CODE
PCHG_NUM	10	NUMBER OF GAMES IN WHICH STATIONARY DISPLAYED SYMBOLS ARE CHANGED AFTER ILLUMINATION OF WIN LAMPS
RKUP_BBDT	1	UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL
RKUP_RBDT	2	UPGRADE FLAG VALUE FOR RB-DETERMINATION DISPLAYED SYMBOL
STRL_MSK	007H	MASK DATA FOR EXTRACTING STOP REELS
PIC_MAX	009H	MAXIMUM CODE FOR SYMBOLS TO BE DISPLAYED ON LIQUID-CRYSTAL DISPLAY
CPIC_MAX	004H	MAXIMUM CODE FOR CHARACTERS (FOR *LI-ZHI* PRESENTATION) DISPLAYED ON LIQUID CRYSTAL DISPLAY
BPIC_MAX	001H	MAXIMUM CODE FOR BONUS-DETERMINATION DISPLAYED SYMBOL
PIC_INIT1	000H	SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 1, LEFT-7
PIC_INIT2	012H	SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 2, CENTER-BAR, RIGHT-DO
DPIC_INIT1	002H	INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 1, LEFT-DO
DPIC_INIT2	022H	INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 2, CENTER-DO AND RIGHT-DO
BBPIC1	000H	SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, LEFT-7
BBPIC2	000H	SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, CENTER AND RIGHT-7
RBPIC1	001H	SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB, LEFT-BAR
RBPIC2	011H	SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB, CENTER AND RIGHT-BAR
RBHMAX	3	MAXIMUM NUMBER OF AVAILABLE RB OPERATIONS
RBPMAX	12	MAXIMUM NUMBER OF AVAILABLE RB GAMES
BBCDMAX	5	NUMBER OF REMAINING BB GAMES FOR WHICH COUNTDOWN IS STARTED
RBNMSK	003H	MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE RB OPERATIONS
RBPNMSK	03CH	MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE RB GAMES
BBPNMSK	07CH	MASK DATA FOR EXTRACTING THE NUMBER OF REMAINING BB GAMES

FIG. 47

MDWN_TIM	MAIN-CPU DOWN DETECTION TIME [50 ms]
RX_TOUT	TIME OUT DURING RECEIVE SEQUENCE [10 ms]
RX_NTIM	RECEIVE INTERVAL TIMER (i.e., RESULT OF COMPARISON BETWEEN TIME AND TIME COUNTED BY TIME-OUT TIMER) [2 ms]
TX_INTVAL	INTERVAL AT WHICH COMMANDS ARE TRANSMITTED TO LIQUID CRYSTAL DISPLAY CPU [10 ms]

FIG. 48

GAMEST; [D7]	GAME STATUS: FLAG BB IN OPERATION
GAMEST; [D6]	GAME STATUS: INTERNAL WINNING IS BEING NOTIFIED
GAMEST; [D5]	GAME STATUS: PLAY-OUT IN PROGRESS
GAMEST; [D4]	GAME STATUS: UNASSIGNED
GAMEST; [D3]	GAME STATUS: ERROR STATUS IN EFFECT
GAMEST; [D2]	GAME STATUS: REPLAY IN PROGRESS
GAMEST; [D1]	GAME STATUS: BB WINNING IS EXPECTED
GAMEST; [D0]	GAME STATUS: RB IN OPERATION
PRDC_STS; [D7]	GAME STATUS: INSTRUCTION FOR EFFECTING FLAG PRESENTATION INITIALIZATION
PRDC_STS; [D6]	GAME STATUS: INITIALIZATION COMMAND REFUSE STATUS
PRDC_STS; [D5]	GAME STATUS: SEQUENCE CONTROL IN OPERATION
PRDC_STS; [D4]	GAME STATUS: TRANSMISSION COMMAND EDITED
PRDC_STS; [D3]	GAME STATUS: ANALYSIS OF RECEIVED COMMAND IN PROGRESS
PRDC_STS; [D2]	GAME STATUS: *LI-ZHI* PRESENTATION IN OPERATION
PRDC_STS; [D1]	GAME STATUS: REEL SCREEN TYPE 0/1 = NORMAL/INTERNALLY-NOTIFIED
PRDC_STS; [D0]	GAME STATUS: DEMONSTRATION DISPLAY IN PROGRESS
WAVEBIT; [D7]	BB
WAVEBIT; [D6]	RB RED 7 ALONG WITH D7 IN CONNECTION WITH WINNING TYPE
WAVEBIT; [D5]	REPLAY OR RB DURING BB
WAVEBIT; [D4]	DIAMOND
WAVEBIT; [D3]	DRAGON 2
WAVEBIT; [D2]	DRAGON 1
WAVEBIT; [D1]	FOUR CHERRIES
WAVEBIT; [D0]	TWO CHERRIES

FIG. 49

WORK AREA		
LABEL	AVAILABLE LOCATION	DESCRIPTION
GAMEST	1	GAME STATUS
PRDC_STS	1	PRESENTATION STATUS FLAG
FPLY_CHK	1	INTER-BONUS FLAG CHECK DATA
WPLY_CNT	1	COUNTER FOR COUNTING THE NUMBER OF GAMES AFTER ILLUMINATION OF WIN LAMPS (FOR CHANGING DISPLAYED SYMBOLS)
RNKUP_FLG	1	DISPLAYED-SYMBOL UPGRADE FLAG (FOR CHANGING DISPLAYED SYMBOLS)
MEDLCTR	1	TOKEN COUNTER
WAVEBIT	1	GENERATED FLAG
STOPCTR	1	REEL STOP COUNTER
BBPCTR	1	NUMBER OF REMAINING BB GAMES
JACGAME	1	NUMBER OF AVAILABLE RB GAMES
BNS_STGN	1	BONUS STAGE (SHARED BETWEEN BB AND RB)
PRSELFLG	1	SELECTION-OF-PRESENTATION-BEING-PERFORMED FLAG (NORMAL GAME START COMMAND RECEIVE FLAG)
PRE_CLS	1	SIGN PRESENTATION TYPE
RECH_CLS	1	*LI-ZHI* PRESENTATION TYPE
BSND_BK	2	BONUS SOUND BACKUP AREA
SND_BAK	3	SOUND BACKUP AREA
RECCNT	1	NUMBER OF RECEIVED DATA SETS
RXWPTR	1	RECEIVED DATA WRITE INDEX
RXRPTR	1	RECEIVED DATA READ INDEX
PINIEND	2	FINAL ADDRESS FOR CLEARING BACKUP DATA
RXBUFF	8*2	RECEIVED DATA LOCATION

FIG. 50

WORK AREA		
LABEL	AVAILABLE LOCATION	DESCRIPTION
STP_PIC1	1	STATIONARY DISPLAYED-SYMBOL DATA 1
STP_PIC2	1	STATIONARY DISPLAYED-SYMBOL DATA 2
DSP_PIC1	1	DISPLAYED SYMBOL DATA 1
DSP_PIC2	1	DISPLAYED SYMBOL DATA 2
SQPTRBK	2	BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER
TXBUFWK	7	BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP
TXERRWK	3	DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND
LST_RCMD	2	FINALLY-RECEIVED COMMAND
ALCMD_HI	1	COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE
ALCMD_LO	1	COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE
BKCK_DAT	1	BACKUP DATA CHECK CODE
RX_PHASE	1	RECEIVE SEQUENCE MANAGEMENT DATA
RCVCMDH	1	RECEIVED COMMAND, HIGHER BYTE
RCVCMDL	1	RECEIVED COMMAND, LOWER BYTE
RCVBCC	1	ERROR DETECTION CODE
RERR_CNT	1	RECEIVE ERROR COUNTER
PRSQPTR	2	PRESENTATION-SEQUENCE-ACCESS POINTER
PRSQTBK	2	PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP
TX_PHASE	1	TRANSMISSION SEQUENCE MANAGEMENT DATA
TXDATCNT	1	TRANSMISSION COUNTER
TXBFPTR	2	TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER
TXBUFF	7	TRANSMISSION COMMAND BUFFER
XOUT0	1	CONTROL OUTPUT PORT BACKUP
SELRAND	2	RANDOM NUMBER FOR SELECTING PRESENTATION
PR_TIMER	2	PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER
RX_TIMER	1	RECEIVED-TIMEOUT-MEASUREMENT TIMER
M_WATCH	1	MAIN-CPU-DOWN-MONITORING TIMER
TX_TIMER	1	TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)
DEMEDATA	1	DISPLAYED-SYMBOL SELECTION TABLE NUMBER
SREEL_BK	1	CENTER DISPLAYED-SYMBOL SAVE AREA
RREEL_BK	1	RIGHT DISPLAYED-SYMBOL SAVE AREA
SD_WORK	2	SOUND RAM AREA, HEAD
PLAY_NUM	4	RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA
HIT_NUM	4	PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA
DROP_CHK	1	DROPPED FLAG

FIG. 51

SEQUENCE CONTROL TABLE

BALLOON *LI-ZHI* (REGULAR BONUS DETERMINATION PRESENTATION)
BALLOON *LI-ZHI* (BIG BONUS DETERMINATION PRESENTATION)
NORMAL *LI-ZHI*, FAILURE, SEQUENCE CONTROL TABLE
NORMAL *LI-ZHI*, WINNING, SEQUENCE CONTROL TABLE
OSHIKURA LI-ZHI, FAILURE, SEQUENCE CONTROL TABLE
OSHIKURA LI-ZHI, WINNING, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL *LI-ZHI*, RIGHT FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL *LI-ZHI*, RIGHT WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL *LI-ZHI*, RIGHT WINNING 2, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL *LI-ZHI*, LEFT FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL *LI-ZHI*, LEFT WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL *LI-ZHI*, LEFT WINNING 2, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL *LI-ZHI*, CENTER FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL, *LI-ZHI*, CENTER WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL, *LI-ZHI*, CENTER WINNING 2, SEQUENCE CONTROL TABLE
POWERBALL 1, *LI-ZHI*, FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 1, *LI-ZHI*, WINNING, SEQUENCE CONTROL TABLE
POWERBALL 2, *LI-ZHI*, FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 2, *LI-ZHI*, WINNING, SEQUENCE CONTROL TABLE
POWERBALL 3, *LI-ZHI*, FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 3, *LI-ZHI*, WINNING, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, GAME, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, EIGHT WINNINGS OF JACKPOT COMPLETED, SEQUENCE CONTROL TABLE
RB STAGE 3, JACKPOT ENDED WITH PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE
RB STAGE 3, JACKPOT ENDED WITH WINNING PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE
RB TERMINATION, SEQUENCE CONTROL TABLE
BB1, STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
BB2, STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
COMMON TO BB1 AND BB2, STAGE 3, START (TERMINATION OF RB PERFORMED DURING BB),SEQUENCE CONTROL TABLE
BB TERMINATION 1 (EIGHT WINNINGS IN RB3), SEQUENCE CONTROL TABLE
BB TERMINATION 2 [PUNCTURES (FAILURES) IN RB 1 AND RB 2], SEQUENCE CONTROL TABLE
BB TERMINATION 3 [PUNCTURES (FAILURES) IN RB 3], SEQUENCE CONTROL TABLE
BB TERMINATION 4 [PUNCTURES (FAILURES) IN NORMAL GAME], SEQUENCE CONTROL TABLE

FIG. 52

1 BYTE	
b7	ALARM SOUND (ERR_SW)
b6	RESTORATION-EFFECTIVE SOUND (BGM_SW)
b5	PRIORITIZED SINGLE SOUND (HIT_SW)
b4	TERMINATION SOUND (END_SW)
b3	RESERVED FOR FUTURE USE
b2	CONTINUOUS SOUND SW (END_SW)
b1 b0	SETTING OF CHANNELS TO BE USED (CH1 TO CH4)
2 BYTE	
REPLAY LEVEL (0 TO127)	
3 BYTE	
PAN-POT SETTINGS (0 TO 127)	
4 BYTE	
PHRASE NUMBER (0 TO 127)	

FIG. 53

POWERBALL 3 *LI-ZHI* FAILURE
NO SOUND (AWAIT SOUND OUTPUT) 650ms
SUPER *LI-ZHI* ADVANCEMENT SOUND 167ms
Do! EMERGENCE SOUND OUTPUT 1100ms
POWER BALL STRAINING SOUND 1 1683ms
POWERBALL ASCENDING SOUND 933ms
POWERBALL ASCENDING SOUND 917ms
POWERBALL ASCENDING SOUND 367ms
POWERBALL STRAINING SOUND MUTE 700ms
TARGET LOCK SOUND 933ms
POWERBALL THROWING SOUND 350ms
POWERBALL EXPLOSION SOUND 150ms
POWERBALL EXPLOSION SOUND 167ms
POWERBALL EXPLOSION SOUND 1167ms
SITTING-DOWN SOUND NO WAIT
END CODE

FIG. 54

POWERBALL 3 *LI-ZHI* WINNING
NO SOUND (AWAIT SOUND OUTPUT) 650ms
SUPER *LI-ZHI* ADVANCEMENT SOUND 167ms
Do! EMERGENCE SOUND OUTPUT 1100ms
POWER BALL STRAINING SOUND 1 1683ms
POWERBALL ASCENDING SOUND 933ms
POWERBALL ASCENDING SOUND 917ms
POWERBALL ASCENDING SOUND 367ms
POWERBALL STRAINING SOUND MUTE 700ms
TARGET LOCK SOUND 933ms
POWERBALL THROWING SOUND 350ms
POWERBALL EXPLOSION SOUND 150ms
POWERBALL EXPLOSION SOUND 167ms
POWERBALL EXPLOSION SOUND 2000ms
JUMP SOUND 299ms
LUCKY SOUND 388ms
JUMP SOUND 567ms
JUMP SOUND 567ms
JUMP SOUND 567ms
JUMP SOUND 567
JUMP SOUND NO WAIT
END CODE

FIG. 55

RB STAGE 3, TERMINATION OF EIGHT WINNINGS OF JACKPOT	
POWERBALL STRAINING SOUND MUTE	NO WAIT
POWERBALL THROWING SOUND	233ms
POWERBALL EXPLOSION SOUND	NO WAIT
POWERBALL THROWING SOUND	500ms
POWERBALL EXPLOSION SOUND	2850ms
EXPLOSION SOUND	183ms
EXPLOSION SOUND	283ms
EXPLOSION SOUND	33ms
EXPLOSION SOUND	117ms
EXPLOSION SOUND	83ms
EXPLOSION SOUND	83ms
EXPLOSION SOUND	33ms
EXPLOSION SOUND	767ms
EXPLOSION SOUND	67ms
EXPLOSION SOUND	NO WAIT
JUMP	83ms
EXPLOSION SOUND	NO WAIT
TOKEN PAYOUT 2	467ms
JUMP	567ms
JUMP	567ms
JUMP	567ms
JUMP	2000ms
END-WITH-PUNCTURES (FAILURE) SOUND	625ms
BB TERMINATION SOUND	4669ms
END CODE	

FIG. 56

RB STAGE 3, JACKPOT FAILURE WITH PUNCTURES (FAILURES)
POWERBALL STRAINING SOUND MUTE NO WAIT
DRAGON FIRE 1367ms
SITTING-DOWN SOUND 1350ms
DRAGON FIRE 1500ms
Do! RAISED TO THE SKY 100ms
DRAGON'S LAUGHS 2000ms
BB TERMINATION SOUND 4669ms
END CODE

FIG. 57

RB STAGE 3, JACKPOT WINNING ENDED WITH PUNCTURES (FAILURES)
POWERBALL STRAINING SOUND MUTE NO WAIT
POWERBALL THROWING SOUND 233ms
POWERBALL EXPLOSION SOUND NO WAIT
POWERBALL THROWING SOUND 500ms
POWERBALL EXPLOSION SOUND 2667ms
DRAGON FIRE 1500ms
Do! RAISED TO THE SKY 100ms
DRAGON'S LAUGHS 2000ms
BB TERMINATION SOUND 4669ms
END CODE

FIG. 58

SOUND OUTPUT REQUEST CONTROL CODE

NONSD	0	PRESENTATION SEQUENCE CONTROL DATA, NO SOUND OUTPUT
ENDSQ	0FFH	PRESENTATION SEQUENCE CONTROL DATA, TERMINATION OF SEQUENCE
REPSQ	0FEH	PRESENTATION SEQUENCE CONTROL DATA, REPETITION OF SEQUENCE
SDBKMAX	3	MAXIMUM NUMBER OF SOUND BACKUP
SDRESET	0E0H	SOUND INITIALIZATION REQUEST
SD_OFF1	1	[01] CH1 MUTE
SD_OFF2	2	[02] CH2 MUTE
SD_OFF3	3	[03] CH3 MUTE
SD_OFF4	4	[04] CH4 MUTE
SD_EROFF	5	[05] ANOMALOUS OPERATION ALARM SOUND, MUTE
SD_ERR	6	[06] ERROR SOUND
SD_BBHIT1	7	[07] BB START SOUND 1
SD_BBHIT2	8	[08] BB START SOUND 2
SD_RBHIT	9	[09] RB START SOUND
SD_WLMP	10	[10] WINNING DETERMINATION SOUND
SD_JACIN1	11	[11] JAC IN SOUND 1
SD_JACIN2	12	[12] JAC IN SOUND 2
SD_JACIN3	13	[13] JAC IN SOUND 3
SD_RBBGM1	14	[14] RB OPERATION SOUND 1
SD_RBBGM2	15	[15] RB OPERATION SOUND 2
SD_BBBGM1	16	[16] BB OPERATION SOUND 1
SD_BBBGM2	17	[17] BB OPERATION SOUND 2
SD_BBBGM3	18	[18] BB OPERATION SOUND 3
SD_OVER	19	[19] PLAY-OUT SOUND
SD_BBEND	20	[20] BB TERMINATION SOUND
SD_WAIT	21	[21] REEL SPINNING DISABLE SOUND
SD_P71	22	[22] BB OPERATION EXPECTATION SOUND 1 (*LI-ZHI*)
SD_P72	23	[23] BB OPERATION EXPECTATION SOUND 2
SD_PAY1	24	[24] TOKEN PAYOUT SOUND 1
SD_PAY2	25	[25] TOKEN PAYOUT SOUND 2
SD_JAC	26	[26] JACKPOT WINNER
SD_STT1	27	[27] REEL SPINNING SOUND 1
SD_STT2	28	[28] REEL SPINNING SOUND 2
SD_MIN	29	[29] TOKEN INSERTION SOUND

FIG. 59

SD_STP1	30	[30] REEL SPINNING STOP SOUND 1
SD_STP2	31	[31] REEL SPINNING STOP SOUND 2
SD_STP3	32	[32] REEL SPINNING STOP SOUND 3
SD_RPLY	33	[33] REPLAY SOUND
SD_LOGO	34	[34] *ARUZE* SOUND LOGO
SD_RECH	35	[35] NORMAL *LI-ZHI* SOUND
SD_SPRC1	36	[36] SUPER *LI-ZHI* SOUND 1
SD_SPRC2	37	[37] SUPER *LI-ZHI* SOUND 2
SD_LUCK	38	[38] LUCKY
SD_PSRC	39	[39] COMMON TO *OSHIKURA LI-ZHI* GAMES
SD_PSOUT	40	[40] *OSHIKURA LI-ZHI*, FAILURE SOUND
SD_APDWN	41	[41] *OSHIKURA LI-ZHI*, DROP OF APPLE
SD_PBDO	42	[42] POWERBALL *LI-ZHI*, Do! EMERGENCE SOUND
SD_PBSV1	43	[43] POWERBALL STRAINING SOUND 1
SD_PBSV2	44	[44] POWERBALL STRAINING SOUND 2
SD_PBUP	45	[45] POWERBALL ASCENDING SOUND
SD_PBTG	46	[46] POWERBALL *LI-ZHI* TARGET LOCK SOUND
SD_PBTW	47	[47] POWERBALL THROWING SOUND
SD_PBBM	48	[48] POWERBALL EXPLOSION SOUND
SD_BLNC1	49	[49] BALANCING-ON-ROLLING-BALL *LI-ZHI* BALANCING SOUND 1
SD_BLNC2	50	[50] BALANCING-ON-ROLLING-BALL *LI-ZHI* BALANCING SOUND 2
SD_BLNC3	51	[51] BALANCING-ON-ROLLING-BALL *LI-ZHI* BALANCING SOUND 3
SD_BVIC1	52	[52] BALANCING-ON-ROLLING-BALL *LI-ZHI* VOICE 1 (YAHH)
SD_BVIC2	53	[53] BALANCING-ON-ROLLING-BALL *LI-ZHI* VOICE 2 (YOHH)
SD_BVIC3	54	[54] BALANCING-ON-ROLLING-BALL *LI-ZHI* VOICE 3 (HAHH)
SD_BVIC4	55	[55] BALANCING-ON-ROLLING-BALL *LI-ZHI* VOICE 4 (OOF)
SD_BVIC5	56	[56] BALANCING-ON-ROLLING-BALL *LI-ZHI* VOICE 5 (TOORYA)
SD_BVIC6	57	[57] BALANCING-ON-ROLLING-BALL *LI-ZHI* VOICE 6 (AUGH)
SD_BRHT1	58	[58] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 1 (VICTORY)
SD_BRHT2	59	[59] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 2 (JUMP)
SD_BRHT3	60	[60] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 3 (FAR JUMP)
SD_BRBGM	61	[61] BALANCING-ON-ROLLING-BALL BGM
SD_SRING	62	[62] SUPER *LI-ZHI* ADVANCEMENT SOUND

FIG. 60

SD_BLNRC	63	[63] BALLOON *LI-ZHI* BGM
SD_RNBOW	64	[64] RAINBOW HARP
SD_PRE	65	[65] SIGN SOUND
SD_CGET	66	[66] SOUND OF GETTING TOKENS DURING SMALL-JACKPOT COMBINATION GAME
SD_DRGFR	67	[67] DRAGON FIRE
SD_DRGLH	68	[68] DRAGON'S LAUGHS
SD_DODIE	69	[69] Do! RAISED TO THE SKY
SD_CDWN5	70	[70] PUNCTURE COUNTDOWN 5
SD_CDWN4	71	[71] PUNCTURE COUNTDOWN 4
SD_CDWN3	72	[72] PUNCTURE COUNTDOWN 3
SD_CDWN2	73	[73] PUNCTURE COUNTDOWN 2
SD_CDWN1	74	[74] PUNCTURE COUNTDOWN 1
SD_PRET	75	[75] PUNCTURE-RESTORATION SOUND
SD_PEND	76	[76] PUNCTURE-END SOUND
SD_DERC	77	[77] DETERMINED *LI-ZHI* SOUND
SD_DESP	78	[78] DETERMINED *LI-ZHI* STOP SOUND
SD_RCVC	79	[79] SITTING-DOWN SOUND
SD_LSGO	80	[80] SOUND FOR ENTERING DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT GAME
SD_RKUP1	81	[81] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY, UPGRADE SOUND 1 (BB DETERMINATION)
SD_RKUP2	82	[82] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY, UPGRADE SOUND 2 (RB DETERMINATION)

FIG. 61

SOUND OUTPUT DATA TABLE

1. CH1 MUTE CODE		
2. CH2 MUTE CODE		
3. CH3 MUTE CODE		
4. CH4 MUTE CODE		
5. ALARM SOUND MUTE		
6. ANOMALOUS OPERATION ALARM SOUND		
DB	ERR_SW + REP + CH1	SOUND TYPE: ALARM SOUND + CONTINUOUS SOUND + CHANNEL 1 TO BE USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	0	PHRASE NUMBER
7. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	1	DISTINCTION BETWEEN MONO/ STEREO SOUND, PHRASE NUMBER
8. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	2	PHRASE NUMBER
9. START SOUND FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	3	PHRASE NUMBER
10. WINNING DETERMINATION SOUND TYPE		
DB	CH3	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	4	PHRASE NUMBER

FIG. 62

11. JAC 1 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	5	PHRASE NUMBER
12. JAC 2 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	6	PHRASE NUMBER
13. JAC 3 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	100	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	7	PHRASE NUMBER
14. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	8	PHRASE NUMBER
15. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	100	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	9	PHRASE NUMBER

FIG. 63

16. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	10	PHRASE NUMBER
17. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	11	PHRASE NUMBER
18. START SOUND 3 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	12	PHRASE NUMBER
19. PLAY-OUT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	13	PHRASE NUMBER
20. TERMINATION SOUND FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	END_SW + CH1	SOUND TYPE: TERMINATION SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	14	PHRASE NUMBER

FIG. 64

21. REEL SPINNING DISABLE SOUND		
DB	REP + CH2	SOUND TYPE: GENERAL + CONTINUOUS SOUND + CHANNEL 2 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	15	PHRASE NUMBER
22. SOUND 1 FOR EXPECTING WINNING FOR DEVICE OF INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	CH1	SOUND TYPE: GENERAL + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	68	PHRASE NUMBER
23. SOUND 2 FOR EXPECTING WINNING FOR DEVICE OF INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	CH1	SOUND TYPE: GENERAL + CHANNEL 1 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	17	PHRASE NUMBER
24. GAMING TOKEN PAYOUT SOUND 1		
DB	BGM_SW + REP + CH2	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 2 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	18	PHRASE NUMBER
25. GAMING TOKEN PAYOUT SOUND 2		
DB	BGM_SW + REP + CH2	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 2 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	19	PHRASE NUMBER

FIG. 65

26. JACKPOT WINNING SOUND		
DB	BGM_SW + REP + CH2	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 2 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	20	PHRASE NUMBER
27. GAME STARTING SOUND 1		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	70	LEVEL SETTING
DB	0	PAN-POT SETTING
DB	21	PHRASE NUMBER
28. GAME STARTING SOUND 2		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	0	PAN-POT SETTING
DB	22	PHRASE NUMBER
29.GAME TOKEN IMSERTION SOUND		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	23	PHRASE NUMBER
30. REEL STOP SOUND 1		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	120	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER

FIG. 66

31. REEL STOP SOUND 2		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER
32. REEL STOP SOUND 3		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER
33. REPLAY OPERATION SOUND		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	25	PHRASE NUMBER
34. *ARUZE* SOUND LOGO		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
35. NORMAL *LI-ZHI*		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	27	PHRASE NUMBER

FIG. 67

36. SUPER *LI-ZHI* 1		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	28	PHRASE NUMBER
37. SUPER *LI-ZHI* 2		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	29	PHRASE NUMBER
38. LUCKY		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	30	PHRASE NUMBER
39. SOUND COMMON TO "*OSHIKURA LI-ZHI*"		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	31	PHRASE NUMBER
40. FAILURE PRESENTATION SOUND TO "*OSHIKURA LI-ZHI*"		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	32	PHRASE NUMBER

FIG. 68

41. SOUND OF FALLING APPLE FOR "*OSHIKURA LI-ZHI*"		
DB	BGM_SW + REP + CH4	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	40	PHRASE NUMBER
42. "POWERBALL *LI-ZHI*" Do EMERGENCE SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	33	PHRASE NUMBER
43. "POWERBALL *LI-ZHI*" STRAINING SOUND 1		
DB	BGM_SW + REP + CH4	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	35	PHRASE NUMBER
44. "POWERBALL *LI-ZHI*" STRAINING SOUND 2		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	34	PHRASE NUMBER
45. "POWERBALL *LI-ZHI*" PB ASCENDING SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	36	PHRASE NUMBER

FIG. 69

46. "POWERBALL *LI-ZHI*" TARGET LOCK		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	37	PHRASE NUMBER
47. "POWERBALL *LI-ZHI*" THROWING SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	38	PHRASE NUMBER
48. "POWERBALL *LI-ZHI*" EXPLOSION SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	39	PHRASE NUMBER
49. "BALANCING-ON-ROLLING-BALL *LI-ZHI*" OOPS SOUND 1		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	0	PAN-POT SETTING
DB	41	PHRASE NUMBER
50. "BALANCING-ON-ROLLING-BALL *LI-ZHI*" OOPS SOUND 2		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	41	PHRASE NUMBER

FIG. 70

51. "BALANCING-ON-ROLLING-BALL *LI-ZHI* OOPS SOUND 3		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	127	PAN-POT SETTING
DB	41	PHRASE NUMBER
52. "BALANCING-ON-ROLLING-BALL *LI-ZHI* YAHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	42	PHRASE NUMBER
53. "BALANCING-ON-ROLLING-BALL *LI-ZHI* YOHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	43	PHRASE NUMBER
54. "BALANCING-ON-ROLLING-BALL *LI-ZHI* HAHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	44	PHRASE NUMBER
55. "BALANCING-ON-ROLLING-BALL *LI-ZHI* OOF		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	45	PHRASE NUMBER

FIG. 71

56. "BALANCING-ON-ROLLING-BALL *LI-ZHI* TORYA		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	46	PHRASE NUMBER
57. "BALANCING-ON-ROLLING-BALL *LI-ZHI* AUGH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	47	PHRASE NUMBER
58. "BALANCING-ON-ROLLING-BALL *LI-ZHI* VICTORY		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	48	PHRASE NUMBER
59. "BALANCING-ON-ROLLING-BALL *LI-ZHI* JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	5	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	49	PHRASE NUMBER
60. "BALANCING-ON-ROLLING-BALL *LI-ZHI* FAR JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	50	PHRASE NUMBER

FIG. 72

61. "BALANCING-ON-ROLLING-BALL *LI-ZHI*" BALANCING-ON-ROLLING-BALL BGM		
DB	BGM_SW + REP + CH3	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 3 USED
DB	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	51	PHRASE NUMBER
62. SUPER *LI-ZHI* ADVANCEMENT SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	52	PHRASE NUMBER
63. BALLOON *LI-ZHI* BGM		
DB	BGM_SW + REP + CH3	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	53	PHRASE NUMBER
64. RAINBOW HARP		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	54	PHRASE NUMBER
65. *LI-ZHI* DETERMINATION Do JUMP-SIDEWISE SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	55	PHRASE NUMBER

FIG. 73

66. SOUND OF GETTING TOKENS DURING SMALL-JACKPOT COMBINATION GAME		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	70	LEVEL SETTING
DB	127	PAN-POT SETTING
DB	56	PHRASE NUMBER
67. DRAGON FIRE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	110	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	57	PHRASE NUMBER
68. DRAGON'S LAUGHS		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	50	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	58	PHRASE NUMBER
69. Do RAISED TO THE SKY		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	25	LEVEL SETTING
DB	116	PAN-POT SETTING
DB	59	PHRASE NUMBER
70. FIVE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	60	PHRASE NUMBER

FIG. 74

71. FOUR		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	61	PHRASE NUMBER
72. THREE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	62	PHRASE NUMBER
73. TWO		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	63	PHRASE NUMBER
74. ONE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	64	PHRASE NUMBER
75. PUNCTURE-RESTORATION SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	60	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	54	PHRASE NUMBER

FIG. 75

76. PUNCTURE TERMINATION SOUND (SEE YOU)		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	65	PHRASE NUMBER
77. DETERMINED *LI-ZHI* SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	66	PHRASE NUMBER
78. DETERMINED *LI-ZHI* STOP SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
79. SITTING-DOWN SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
80. LET'S GO SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	69	PHRASE NUMBER
81. BB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
82. RB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	16	PHRASE NUMBER

FIG. 76

SOUND CODE
SOUND DATA

INIT_CODE	0E0H	INITIALIZATION REQUEST CODE
CMD_PLAY	0F0H	REPLAY START COMMAND
CMD_QUIT	0E0H	REPLAY STOP COMMAND
CMD_LEVL	0D0H	DATA FOR MERGING REPLAY LEVEL SETTING COMMAND
CMD_LFIL	0C0H	LEVEL INTERPOLATION SETTING COMMAND
CMD_PANP	0B0H	REPLAY PAN-POT SETTING COMMAND
CMD_LPAN	0A0H	PAN-POT INTERPOLATION SETTING COMMAND
ERR_SW	080H	BIT DATA REPRESENTING ALARM SOUND
BGM_SW	040H	BIT DATA REPRESENTING RESTORATION-EFFECTIVE SOUND
HIT_SW	020H	BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND
END_SW	010H	BIT DATA REPRESENTING TERMINATION SOUND
CLR_MEM	008H	THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED
FILTER	07FH	DATA FOR EXTRACTING MUSIC NUMBER
CH_MASK	003H	DATA FOR EXTRACTING CHANNEL NUMBER USED
CH1	0	CHANNEL 1
CH2	1	CHANNEL 2
CH3	2	CHANNEL 3
CH4	3	CHANNEL 4
CHANNELS	4	NUMBER OF ALL CHANNELS
CENTER	63	CENTER IN ASSIGNED POSITION
SDDT	82	* TOTAL NUMBER OF PIECES OF SOUND
EXDT	5	* THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.)
RESUME	5	* ERROR SOUND MUTE REQUEST NUMBER
SOON_BIT	3	REPLAY METHOD SETTING BIT
REP	00000100B	BIT DATA REPRESENTING LOOP
_RPP8	040H	OUTPUT PORT

FIG.77

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
NO *LI-ZHI* SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION	58732						
	NORMAL *LI-ZHI* FAILURE PRESENTATION	2500						
	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000		65535				
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION	1000				45875		
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION	300				13107		
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION	1				6553		
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION	800						45875
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION	200						13107
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION	1						6553
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION							

FIG.78

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
OSHIKURA LI-ZHI SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION							
	NORMAL *LI-ZHI* FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION	1	65534					
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION		1					
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION							

FIG.79

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
POWERBALL *LI-ZHI* SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION							
	NORMAL *LI-ZHI* FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION							
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION				39320			
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION				19661			
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION				6553			
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION							

FIG.80

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
BALANCING-ON-ROLLING-BALL *LI-ZHI* PRESENTATION	NO *LI-ZHI* PRESENTATION							
	NORMAL *LI-ZHI* FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION							
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION				1		39320	
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION						19661	
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION							

FIG.81

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
YAH-HOO SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION							
	NORMAL *LI-ZHI* FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION						1	
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION							
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION							
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION						6553	
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION							

FIG.82

LI-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
NO *LI-ZHI* SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION	58732							
	NORMAL *LI-ZHI* FAILURE PRESENTATION	2500						58935	
	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000	65535					200	
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION	1000			9830			1	
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION	300			16384			199	
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION	1			39321			2000	
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION	800					9830	1	
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION	200					16384	199	
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION	1					39321	2000	
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.83

LI-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
OSHIKURA LI-ZHI SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION	1						2000	64535
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION								1000
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.84

LI-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
POWERBALL *LI-ZHI* SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION								
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION			12106					
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION			19661					
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION			32768					
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION			1000					
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.85

LI-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
BALANCING-ON-ROLLING-BALL *LI-ZHI* PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION								
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION					12106			
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION					19661			
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.86

LI-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
YAH-HOO SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION					1000			
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION					32768			
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.87

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
NO *LI-ZHI* SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION	2500							
	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000							
	OSHIKURA LI-ZHI WINNING PRESENTATION			65535					
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION	1000							
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION					13106			
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION	300							
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION					19661			
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION	1							
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION					32768			
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION	800							
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION							9175	
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION							3932	
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION	200							
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION							13763	
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION							5898	
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION	1							
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION							22937	
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION							9830	

FIG.88

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
OSHIKURA LI-ZHI SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION	1							
	OSHIKURA LI-ZHI WINNING PRESENTATION		65535						
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.89

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
POWERBALL *LI-ZHI* SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION								
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION				6553				
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION				13107				
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION				45875				
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.90

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
BALANCING-ON-ROLLING-BALL *LI-ZHI* PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION								
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION						4588		
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION						1966		
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION						9175		
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION						3932		
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION								

FIG.91

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LI-ZHI SIGN PRESENTATION	*LI-ZHI* PRESENTATION	*LI-ZHI* PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
YAH-HOO SIGN PRESENTATION	NO *LI-ZHI* PRESENTATION								
	NORMAL *LI-ZHI* FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION								
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 1 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 2 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 2 *LI-ZHI* WINNING PRESENTATION								
	POWERBALL 3 *LI-ZHI* FAILURE PRESENTATION								
	POWERBALL 3 *LI-ZHI* WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT *LI-ZHI* WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 1 PRESENTATION						32112		
	BALANCING-ON-ROLLING-BALL CENTER *LI-ZHI* WINNING 2 PRESENTATION						13762		
BAROON *LI-ZHI* (BONUS DETERMINATION)									65535

FIG.92

BBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN BB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	19660
Do	26214
CAKE	9831
COOKIE	9830

FIG.93

RBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN RB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
BAR	3276
Do	9830
CAKE	26215
COOKIE	26214

FIG.94

MSRECCHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN *LI-ZHI* FAILURE PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	3276
BAR	6553
Do	9830
CAKE	22938
COOKIE	22938

FIG.95

SYMBOL DISPLAYED ON CENTER REEL WHEN BALANCING-ON-ROLLING-BALL *LI-ZHI* HAS FAILED

TEN P'AIS SYMBOL	CENTER DISPLAYED SYMBOL
7 DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = BAR
BAR DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = Do
Do DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = E
CAKE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = COOKIE
COOKIE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = 7

FIG.96

DURING NORMAL PLAY (GNRLPLAY)

INTERNALLY-GENERATED COMBINATIONS		(CHERRY OR DRAGON B)	(DRAGON)	(DIAMOND)	(REPLAY)	(SINGLE-SHOT RB)	(SINGLE-SHOT RB)	(FAILURE)
DISPLAYED SYMBOL SELECTION TABLE NUMBER		DISPLAYED SYMBOL SELECTION TABLE 1	DISPLAYED SYMBOL SELECTION TABLE 2	DISPLAYED SYMBOL SELECTION TABLE 3	DISPLAYED SYMBOL SELECTION TABLE 4	DISPLAYED SYMBOL SELECTION TABLE 9	DISPLAYED SYMBOL SELECTION TABLE 10	DISPLAYED SYMBOL SELECTION TABLE 0
TYPE OF WINNING SIGN PRESENTATION	GROUP 1 L-SIGN PRESENTATION	52428				3277	3277	
	GROUP 2 H-SIGN PRESENTATION	6554				13107	13107	
	DG L-SIGN PRESENTATION		32768			3277	3277	
	DG H-SIGN PRESENTATION		3277			13107	13107	
	DIAMOND L-SIGN PRESENTATION			52428		3277	3277	
	DIAMOND H-SIGN PRESENTATION			6554		13107	13107	
	REPLAY SIGN PRESENTATION				65535	13107	13107	
	NONE	6553	29490	6553		3276	3276	65535
TYPE OF DISPLAYED SYMBOL	E		4587	48495	4587	2621	1310	10485
	X	3276	48495	4587		2621	1310	10485
	T	45874	4587		4587	2621	1310	10485
	R	3276	4587	4587	48495	2621	1310	10485
	A	9830		4587	4587	2621	1310	10485
	7	659	659	659	659	6558	22288	2626
	BAR	655	655	655	655	18349	6553	2621
	Do	655	655	655	655	6553	11796	2621
	CAKE	655	655	655	655	10485	9174	2621
	COOKIE	655	655	655	655	10485	9174	2621

FIG.97

DURING INTERNAL GENERATION OF BONUS GAME (BNFGPLAY)

INTERNALLY-GENERATED COMBINATION		GROUP 1	DG	DIAMOND	REPLAY	RB	BB
DISPLAYED SYMBOL SELECTION TABLE NUMBER		DISPLAYED SYMBOL SELECTION TABLE 5	DISPLAYED SYMBOL SELECTION TABLE 6	DISPLAYED SYMBOL SELECTION TABLE 7	DISPLAYED SYMBOL SELECTION TABLE 8	DISPLAYED SYMBOL SELECTION TABLE 11	DISPLAYED SYMBOL SELECTION TABLE 12
TYPE OF WINNING SIGN PRESENTATION	GROUP 1 L-SIGN PRESENTATION	19661	3277	3277	6554		
	GROUP 2 H-SIGN PRESENTATION	26214	3276	3277	6553		
	DG L-SIGN PRESENTATION	3277	22938		6554		
	DG H-SIGN PRESENTATION	3277	22938	3277	6553		
	DIAMOND L-SIGN PRESENTATION	3277		19661	6554		
	DIAMOND H-SIGN PRESENTATION	3276	3277	26214	6553		
	REPLAY SIGN PRESENTATION		3276	3276	13107		
	NONE	6553	6553	6553	13107		
TYPE OF DISPLAYED SYMBOL	E		3276	32767		6553	13107
	X		32767		3276	6553	6553
	T	6553	3276	6553	45874	13107	6553
	R		3276		3276	6553	6553
	A	39321	6553		9830	6553	6553
	7	7867	1316	1315	659	3937	6553
	BAR	1310	6553	1310	655	6553	3932
	Do	7864	1310	11140	655	5242	5242
	CAKE	1310	6553	1310	655	5242	5242
	COOKIE	1310	655	11140	655	5242	5242

FIG.98

LI-ZHI PRESENTATION SELECTION TABLE

		FLASH DATA NUMBER								
		0	1	2	3	4	5	6	7	8
GAME STATUS	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 1)	00	00	01	01	03	03	05	05	00
	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 2)	00	00	02	02	04	04	06	06	00
	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 1)	00	00	19	19	07	07	09	09	00
	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 2)	18	18	02	02	08	08	10	10	00
	WIN LAMP BEING ILLUMINATED [WLONRECH](STARTING SOUND 1)	00	00	11	11	13	13	15	15	17
	WIN LAMP BEING ILLUMINATED [WLONRECH](STARTING SOUND 2)	00	00	12	12	14	14	16	16	17

FIG.99

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 9	DIAMOND DURING INTERNAL ELECTION OF BB OR RB		
028	NO	STARTING SOUND 1	4
022	NO	STARTING SOUND 1	5
050	YES	STARTING SOUND 1	7
156	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 0	MISS IN NORMAL GAME		
225	NO	STARTING SOUND 1	NO
001	NO	STARTING SOUND 1	5
013	NO	STARTING SOUND 2	NO
013	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
001	NO	STARTING SOUND 2	3
001	NO	STARTING SOUND 2	5
001	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 1	GROUP 1 IN NORMAL GAME		
163	NO	STARTING SOUND 1	NO
006	NO	STARTING SOUND 1	2
003	NO	STARTING SOUND 1	3
041	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	7
026	NO	STARTING SOUND 2	NO
002	NO	STARTING SOUND 2	6
010	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	2

FIG.100

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 2	DG IN NORMAL GAME		
188	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
013	NO	STARTING SOUND 2	NO
036	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
004	NO	STARTING SOUND 2	6
FLASH DATA TABLE 3	DIAMOND IN NORMAL GAME		
113	NO	STARTING SOUND 1	NO
002	NO	STARTING SOUND 1	4
001	NO	STARTING SOUND 1	5
002	NO	STARTING SOUND 2	NO
018	NO	STARTING SOUND 2	4
120	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 4	REPLAY IN NORMAL GAME		
196	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
022	NO	STARTING SOUND 2	NO
022	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
001	NO	STARTING SOUND 2	6

FIG.101

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 5	BB、RB IN NORMAL GAME		
114	NO	STARTING SOUND 1	NO
001	NO	STARTING SOUND 1	4
001	YES	STARTING SOUND 1	7
001	YES	STARTING SOUND 2	8
009	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	7
020	NO	STARTING SOUND 2	NO
005	NO	STARTING SOUND 2	2
020	NO	STARTING SOUND 2	NO
002	NO	STARTING SOUND 2	2
004	YES	STARTING SOUND 2	6
026	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	3
045	NO	STARTING SOUND 2	NO
003	NO	STARTING SOUND 2	5
FLASH DATA TABLE 6	MISS DURING INTERNAL ELECTION OF BB OR RB		
154	NO	STARTING SOUND 1	NO
006	NO	STARTING SOUND 1	5
006	YES	STARTING SOUND 1	3
011	YES	STARTING SOUND 2	4
012	YES	STARTING SOUND 2	5
005	NO	STARTING SOUND 2	2
035	NO	STARTING SOUND 2	3
027	NO	STARTING SOUND 2	5

FIG.102

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 7	GROUP 1 DURING INTERNAL ELECTION OF BB OR RB		
027	NO	STARTING SOUND 1	NO
028	NO	STARTING SOUND 1	2
042	NO	STARTING SOUND 1	3
003	YES	STARTING SOUND 1	8
001	NO	STARTING SOUND 2	NO
021	NO	STARTING SOUND 2	7
038	NO	STARTING SOUND 2	NO
006	NO	STARTING SOUND 2	6
085	NO	STARTING SOUND 2	NO
005	NO	STARTING SOUND 2	2
FLASH DATA TABLE 8	DG, REPLAY DURING INTERNAL ELECTION OF BB OR RB		
079	NO	STARTING SOUND 1	NO
021	NO	STARTING SOUND 1	1
014	YES	STARTING SOUND 1	5
014	NO	STARTING SOUND 1	6
023	NO	STARTING SOUND 2	NO
020	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
019	NO	STARTING SOUND 2	6
036	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	2
025	YES	STARTING SOUND 2	7

FIG. 103

FIG. 104

FIG. 105

FIG. 106

FIG. 107

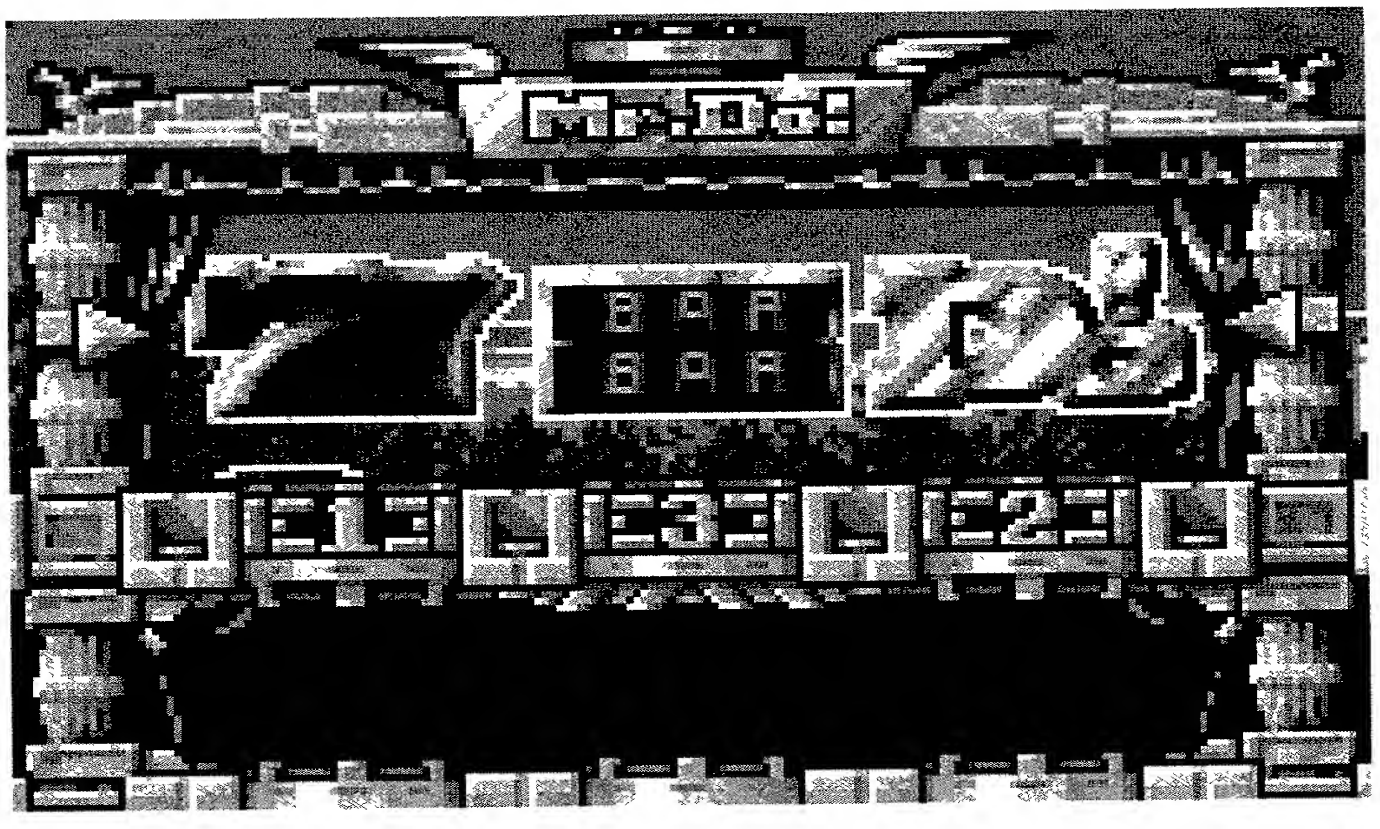


FIG. 108

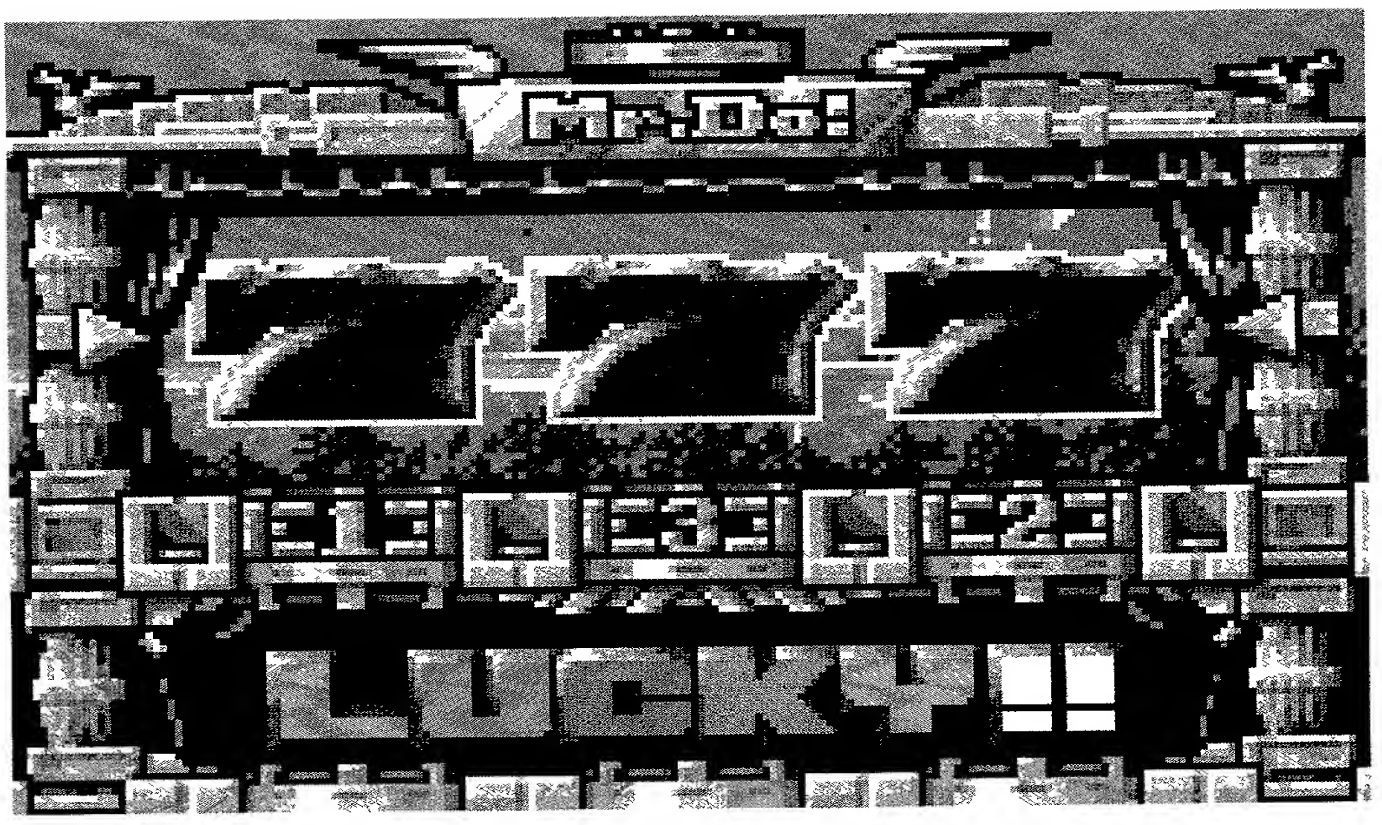


FIG. 109

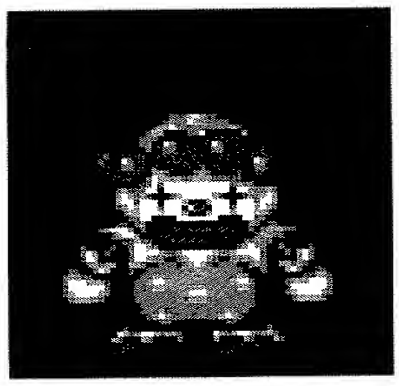


FIG. 110

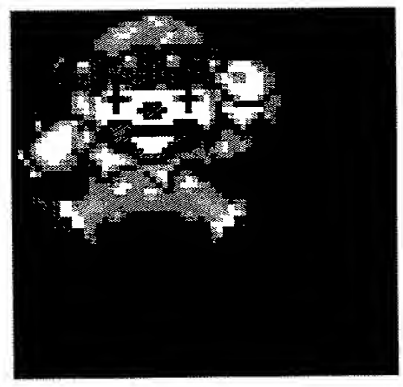


FIG. 111

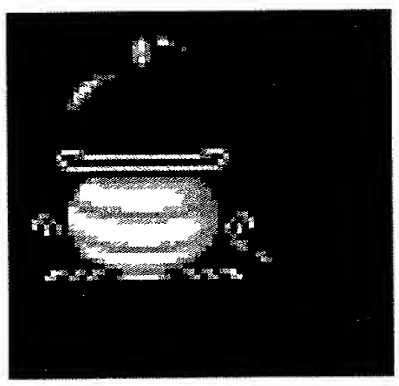


FIG. 112

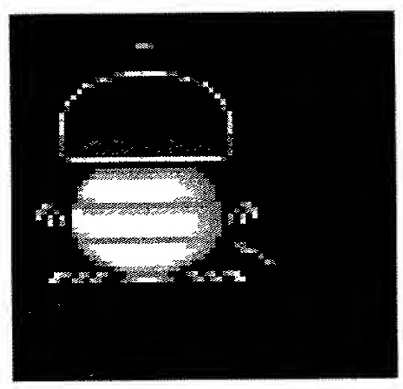


FIG. 113

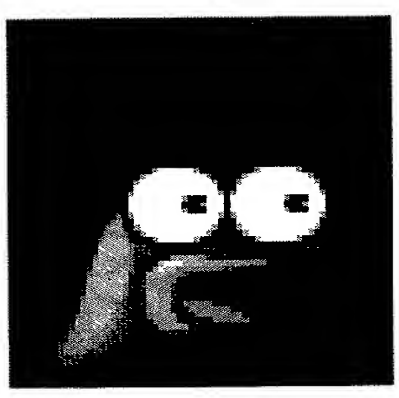


FIG. 114

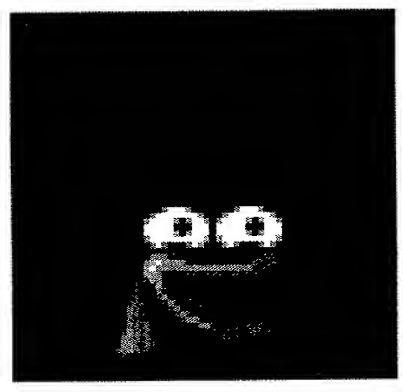


FIG. 115

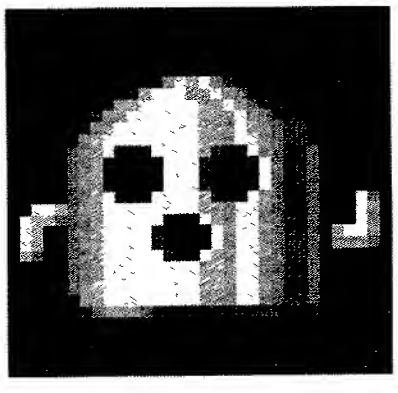


FIG. 116

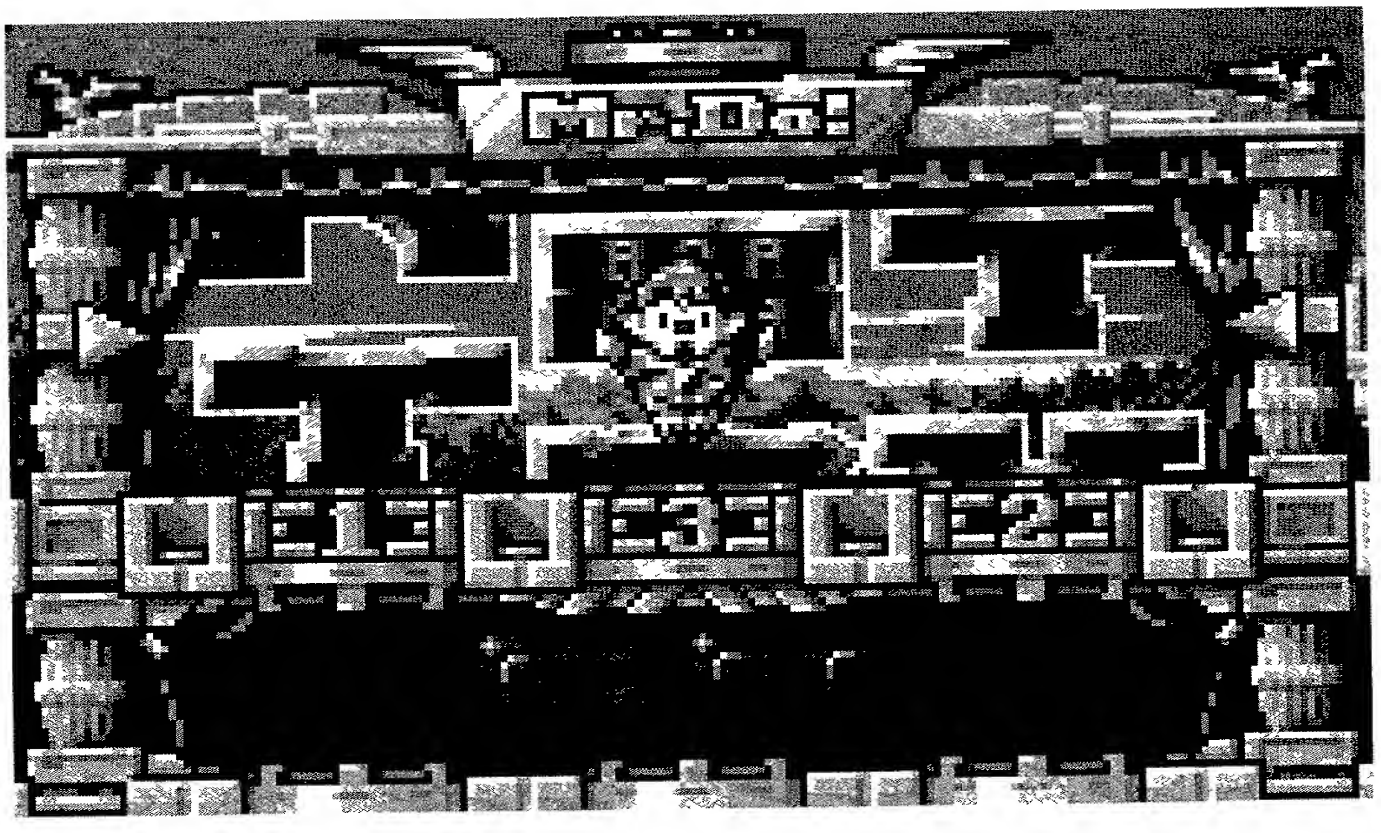


FIG. 117

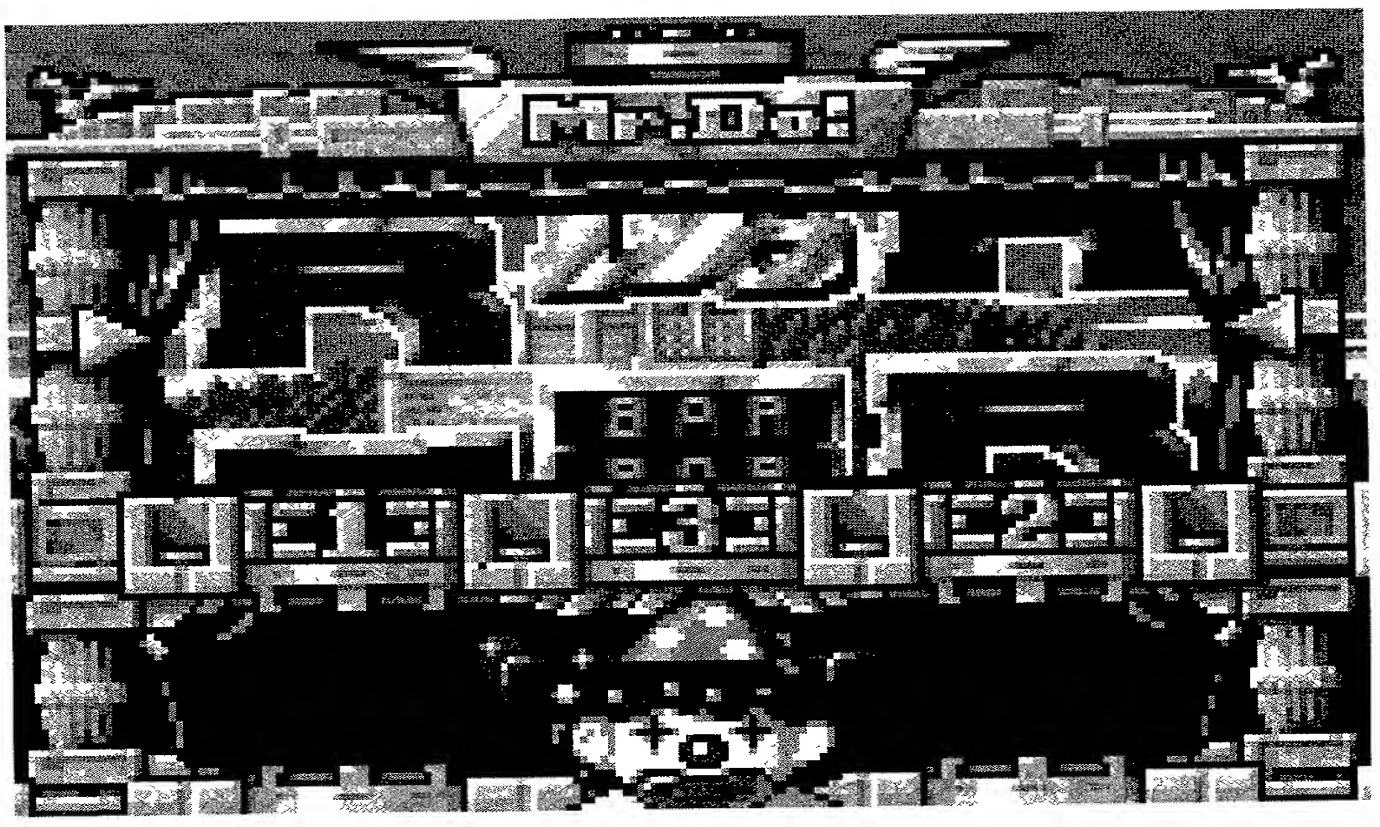


FIG. 118

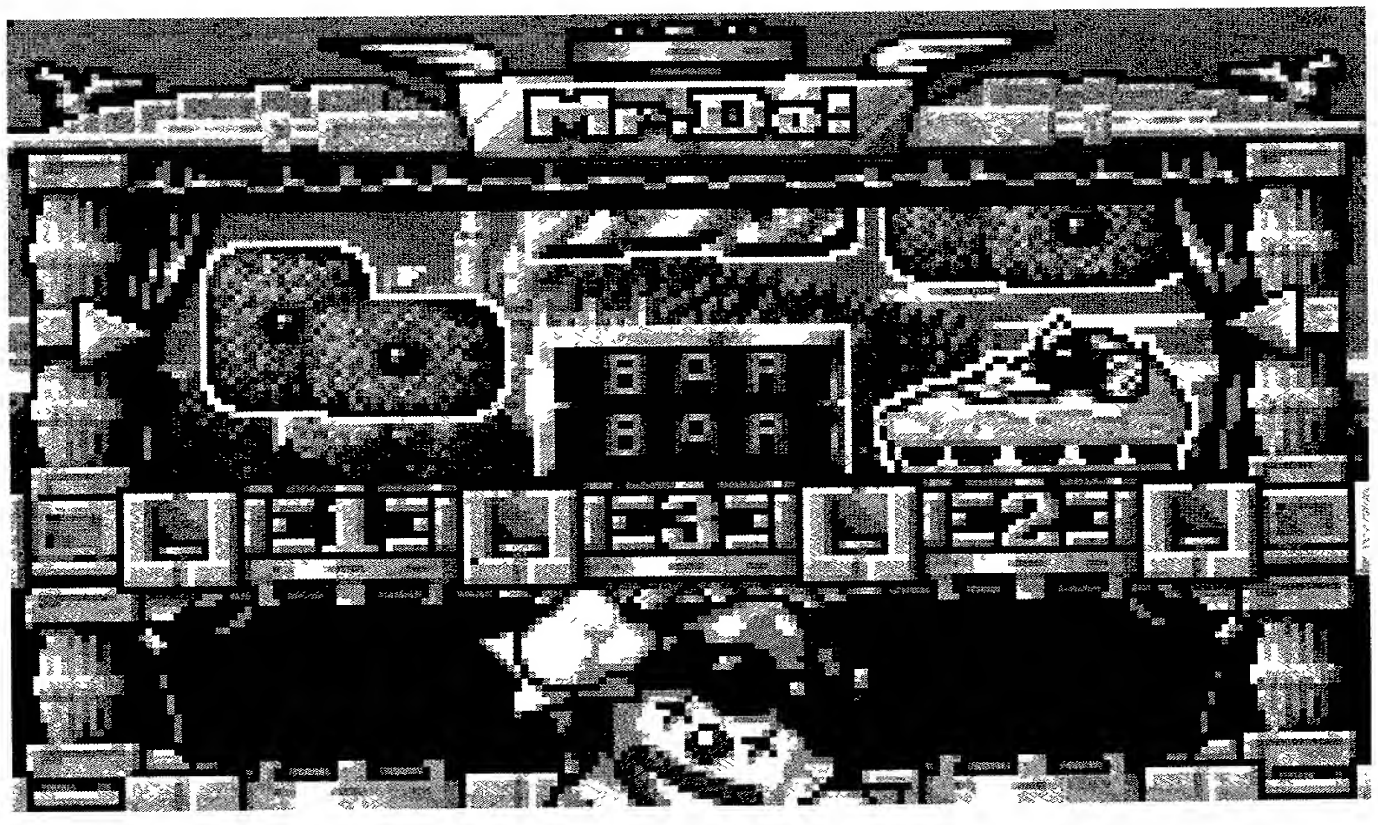


FIG. 119

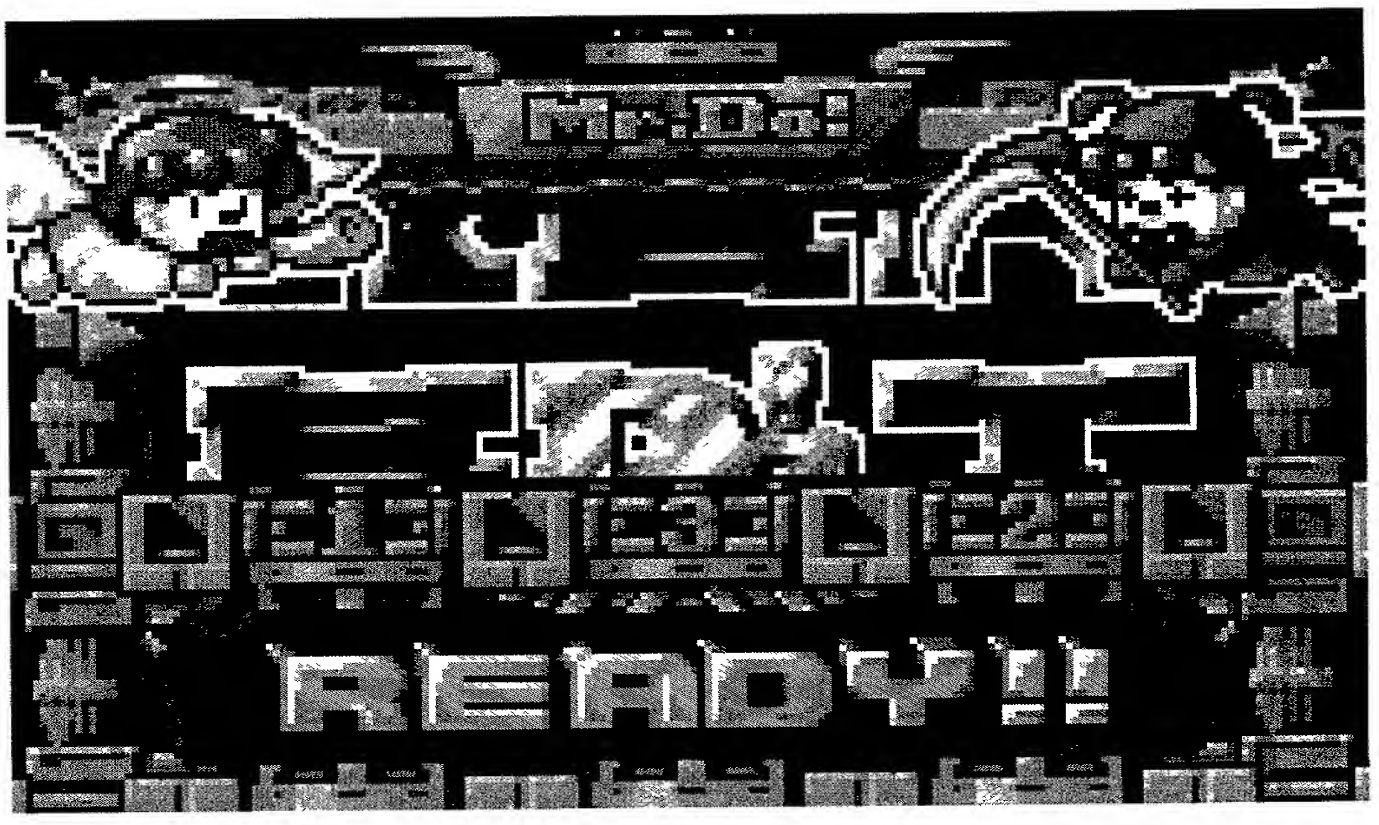


FIG. 120

FIG. 121

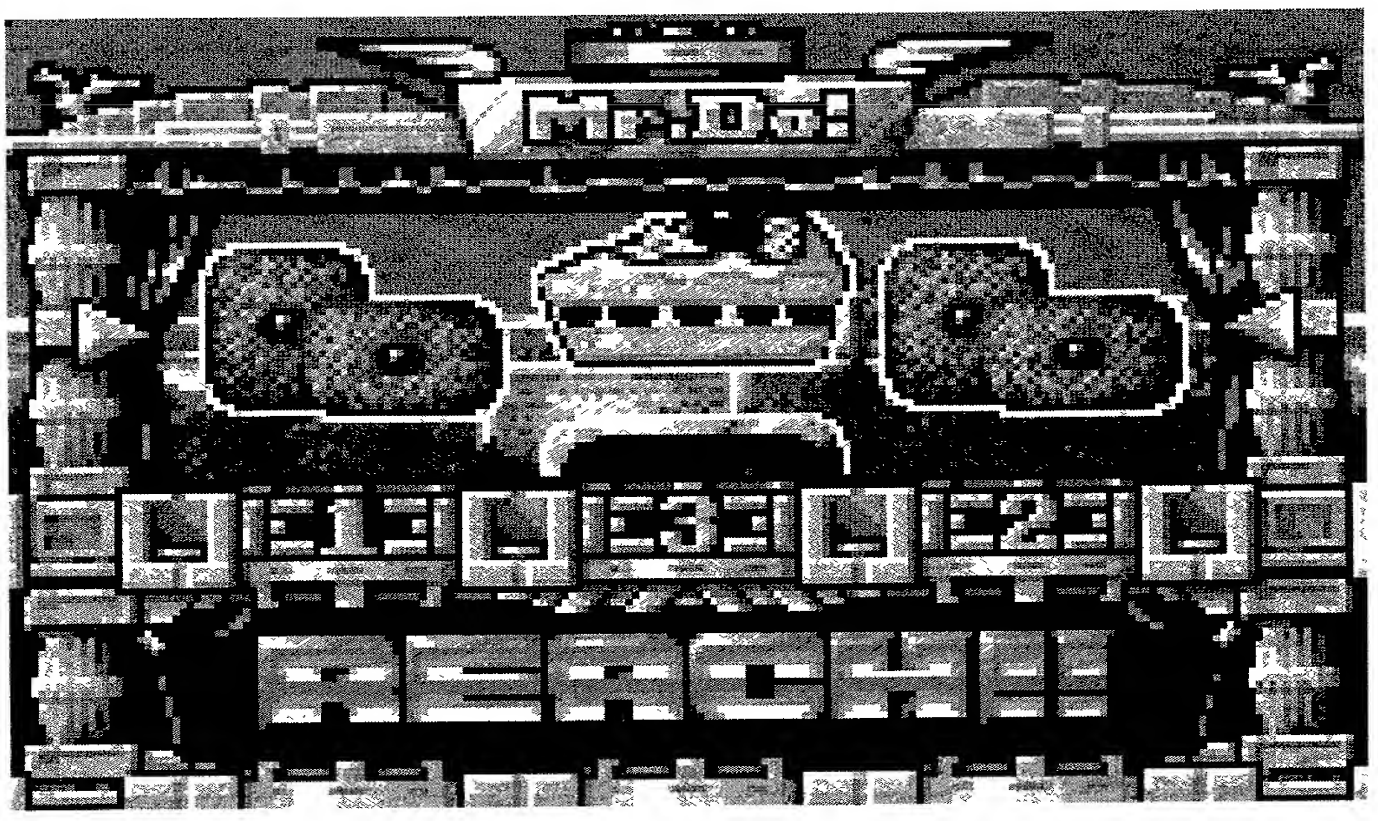


FIG. 122

FIG. 123

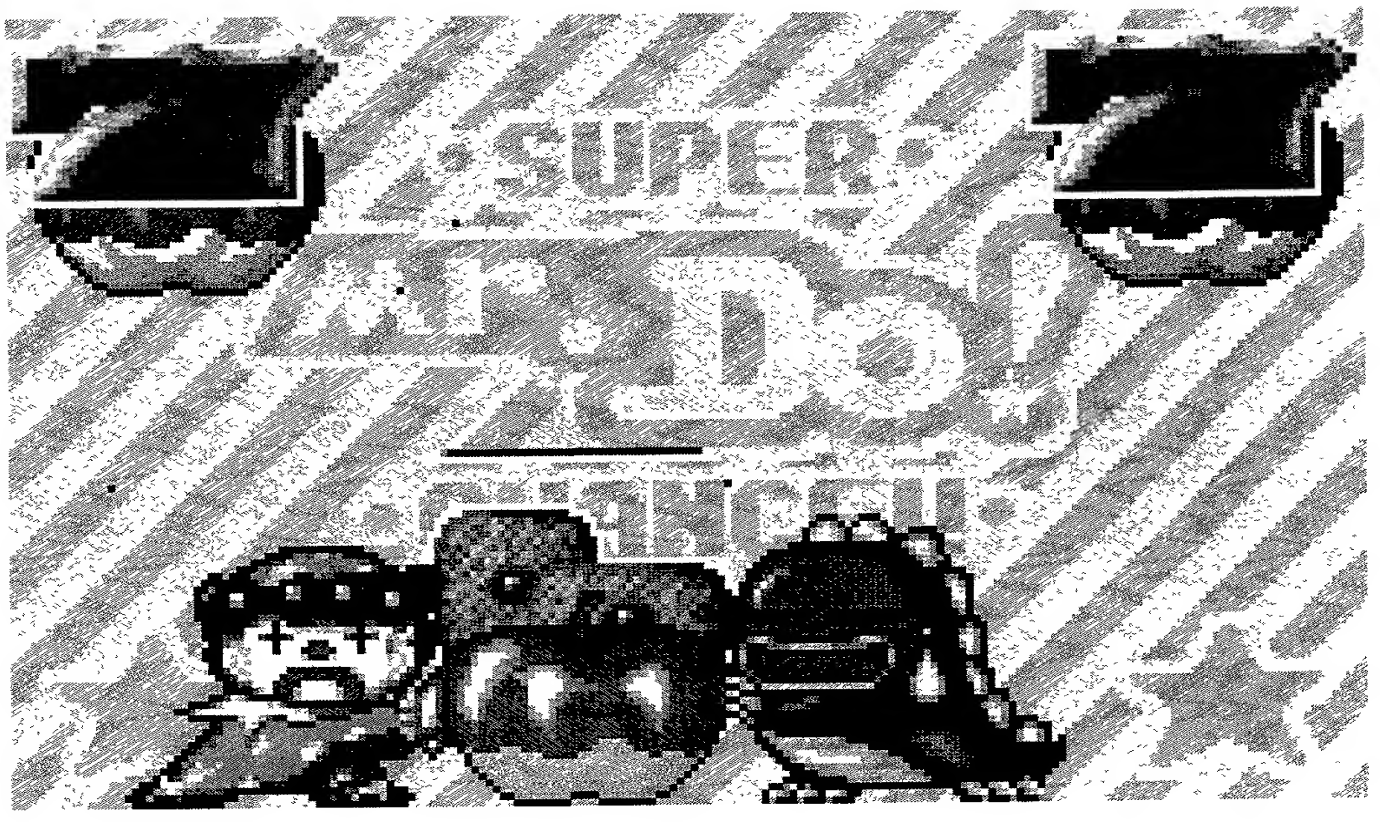


FIG. 124

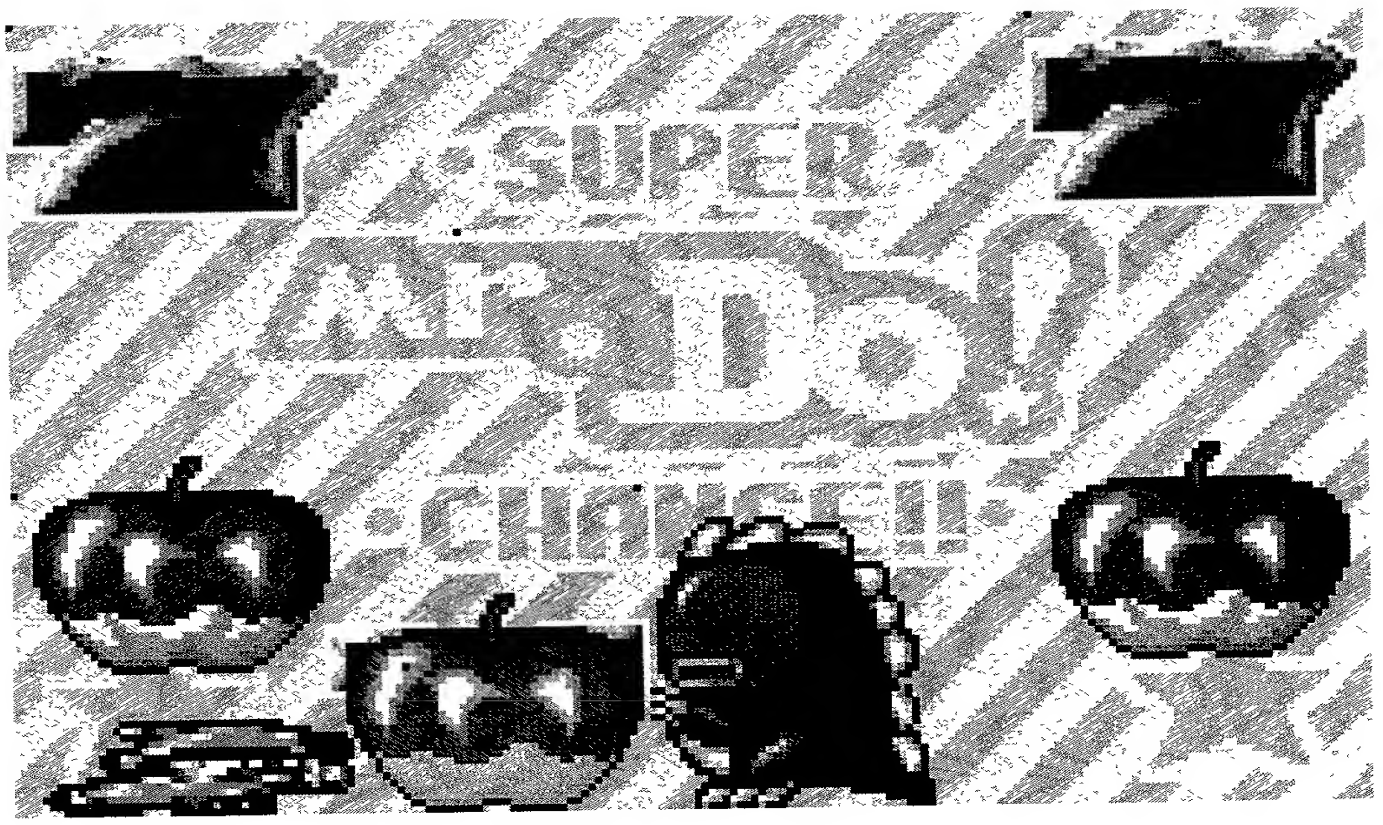


FIG. 125

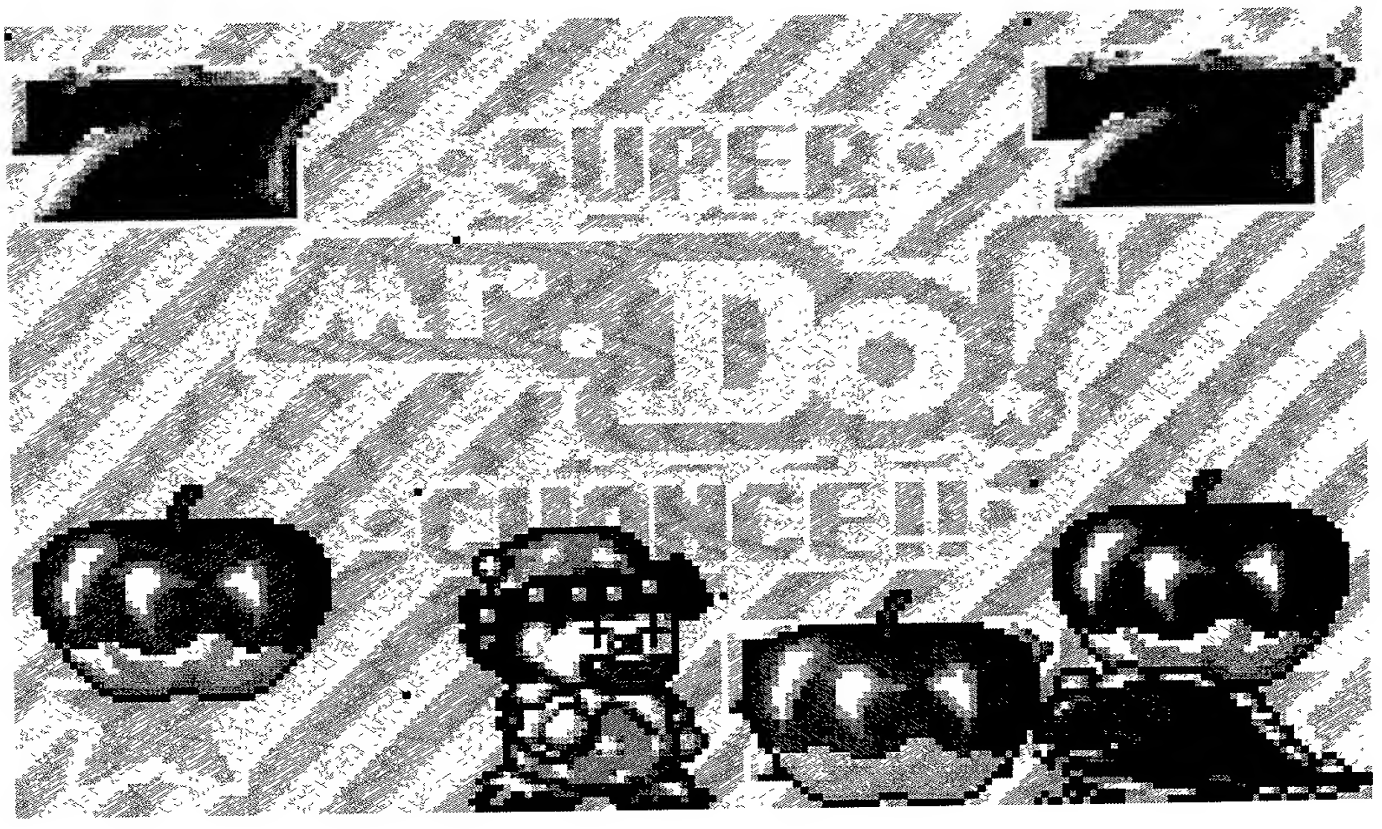


FIG. 126

FIG. 127

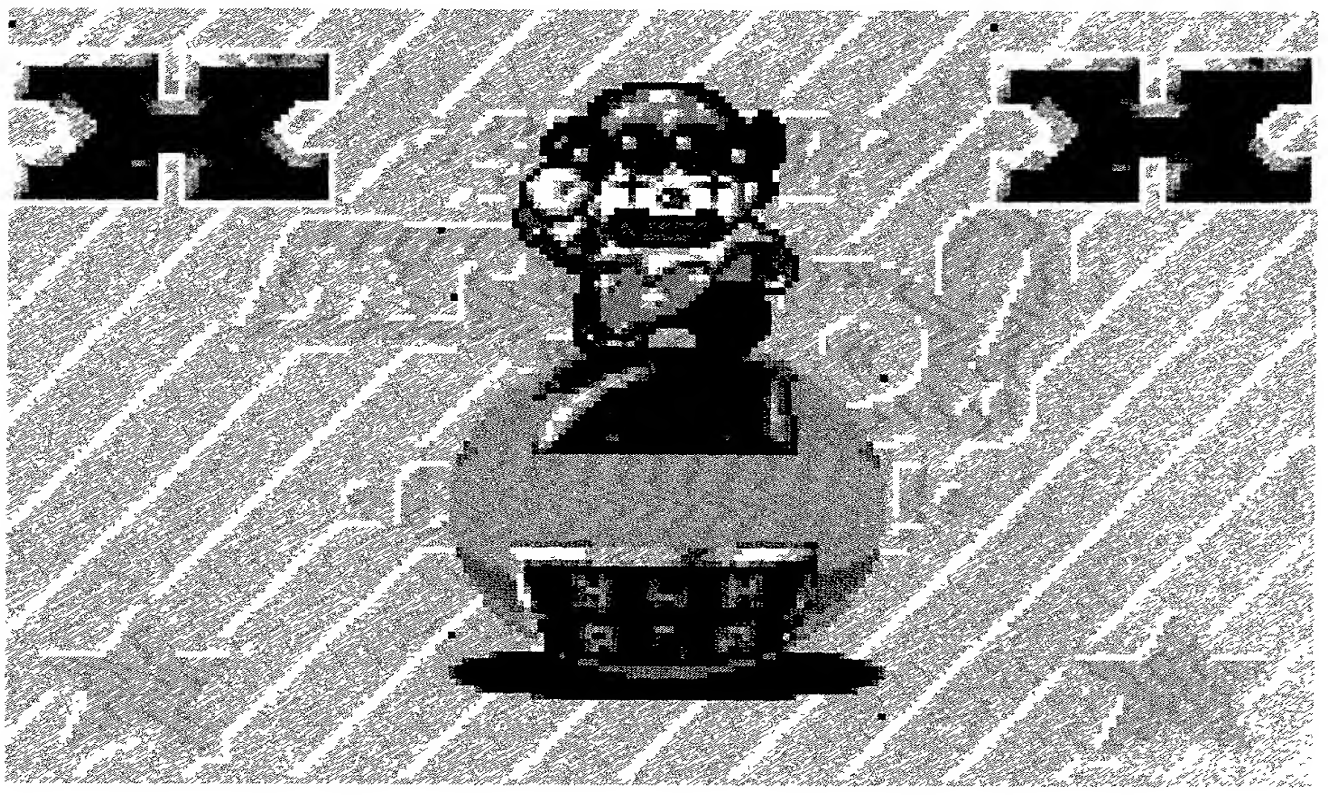


FIG. 128

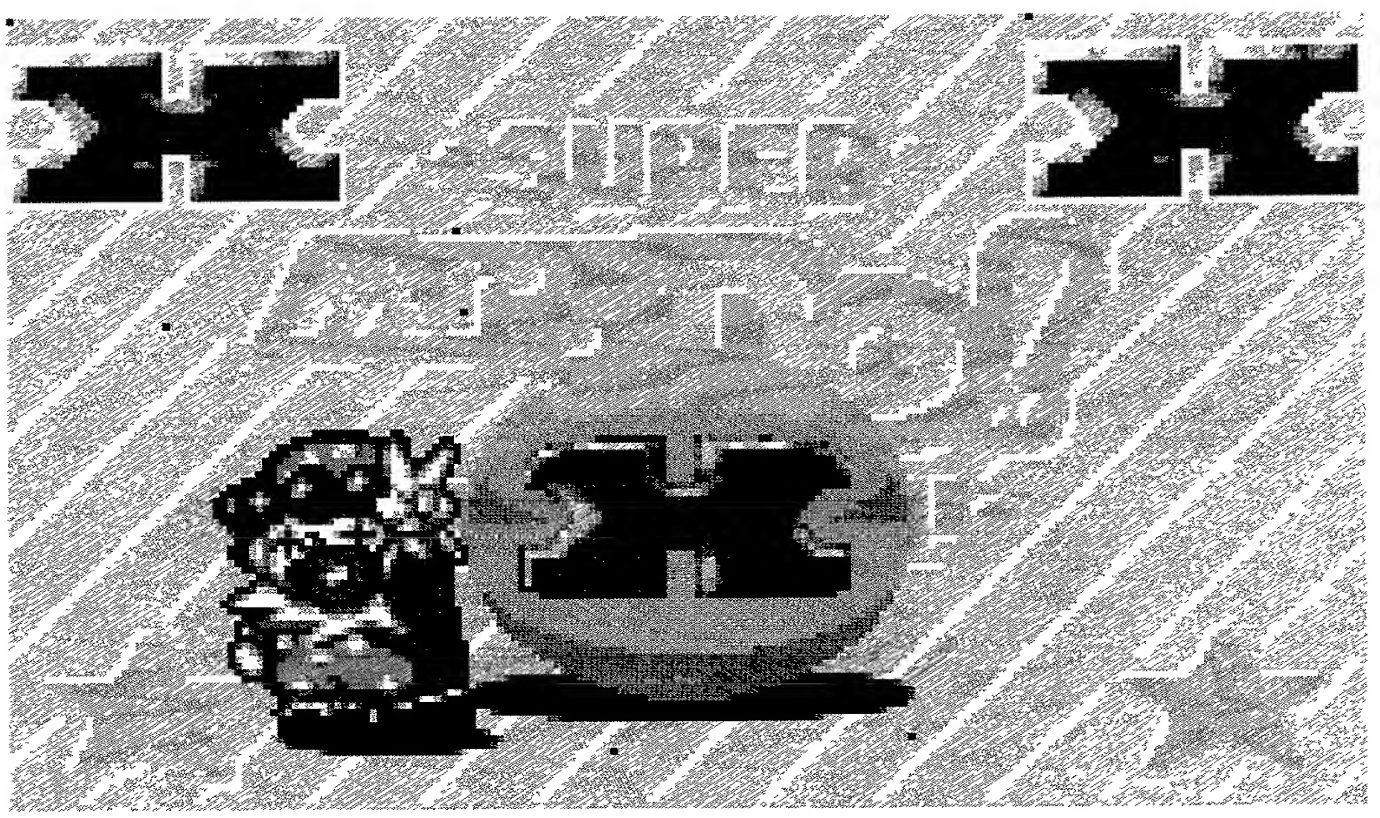


FIG. 129

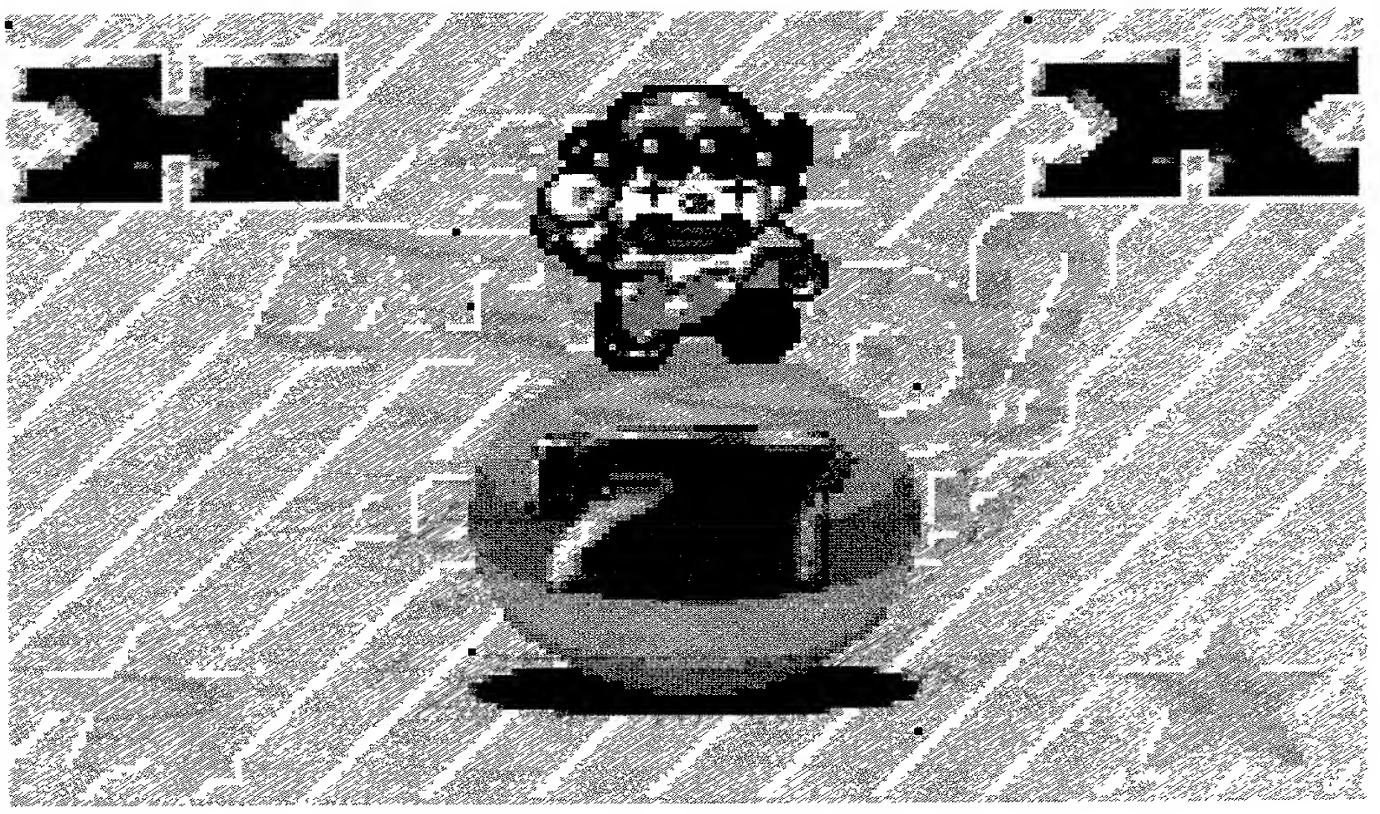


FIG. 130

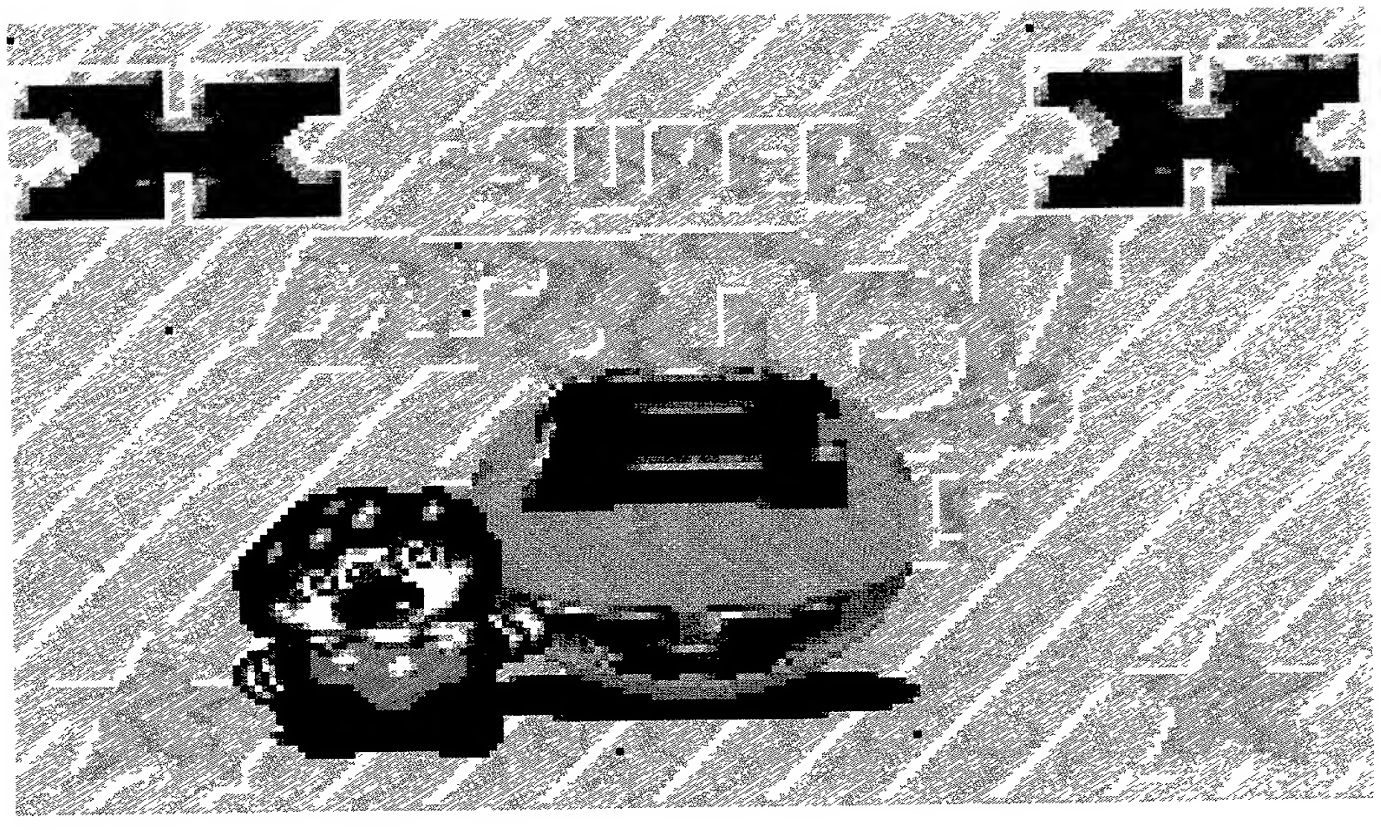


FIG. 131

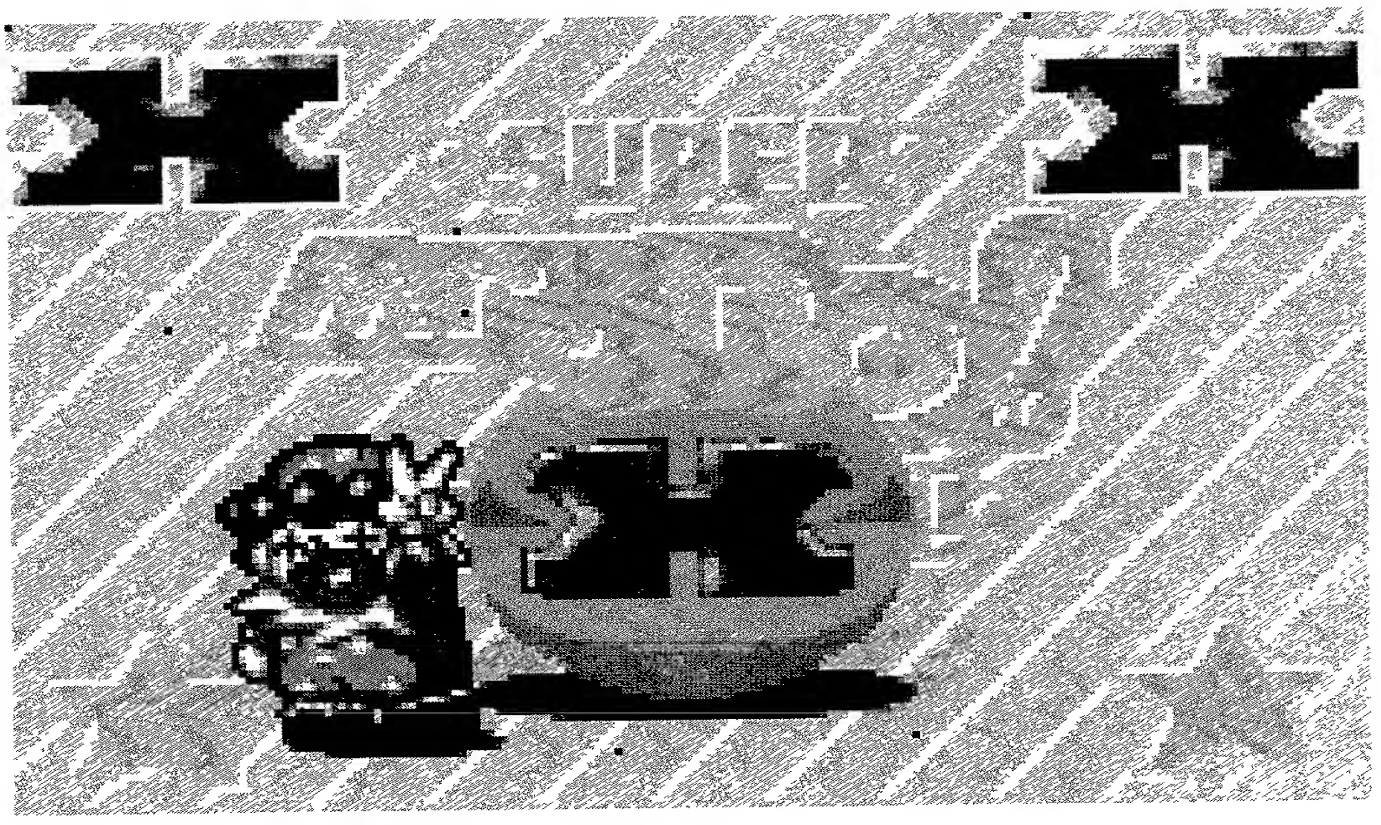


FIG. 132

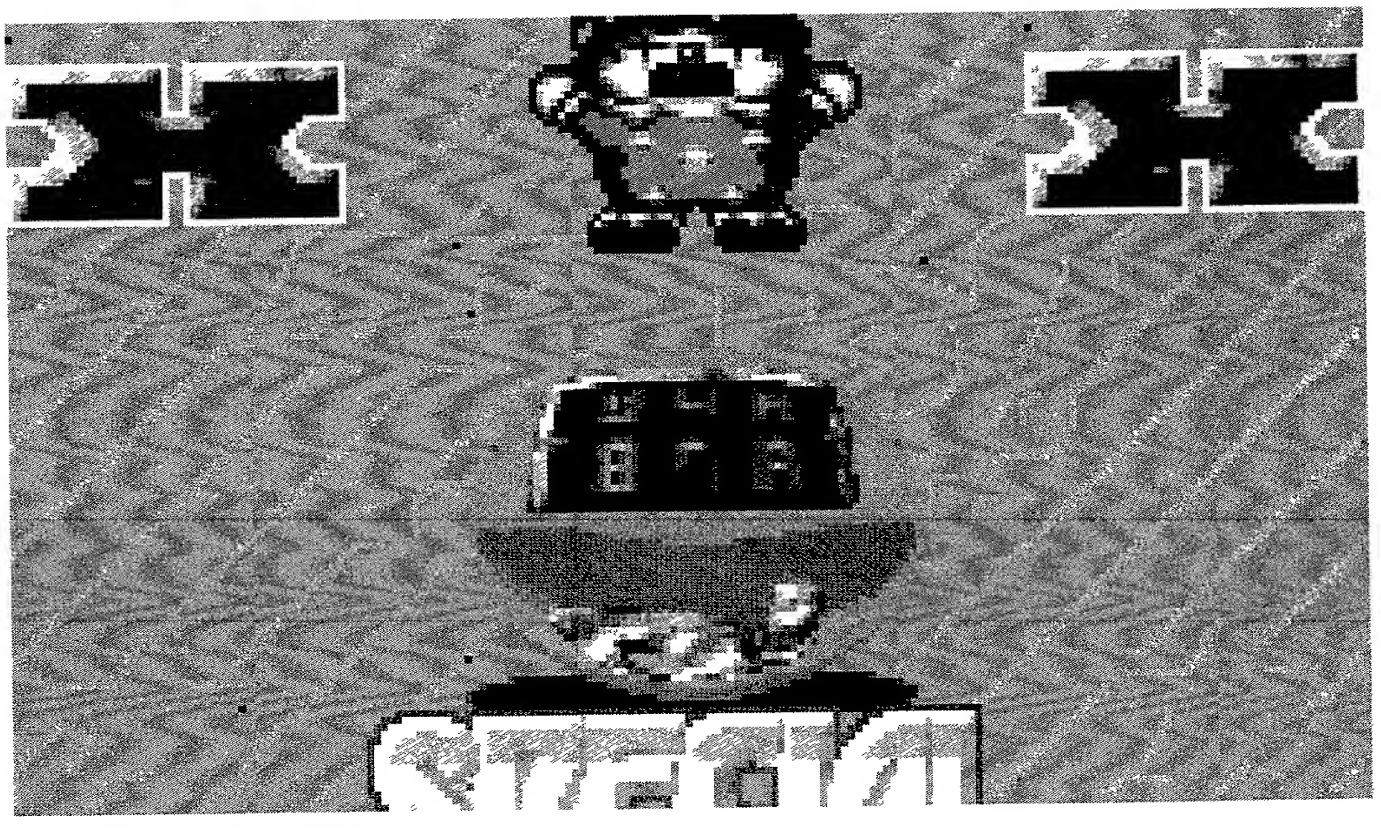


FIG. 133

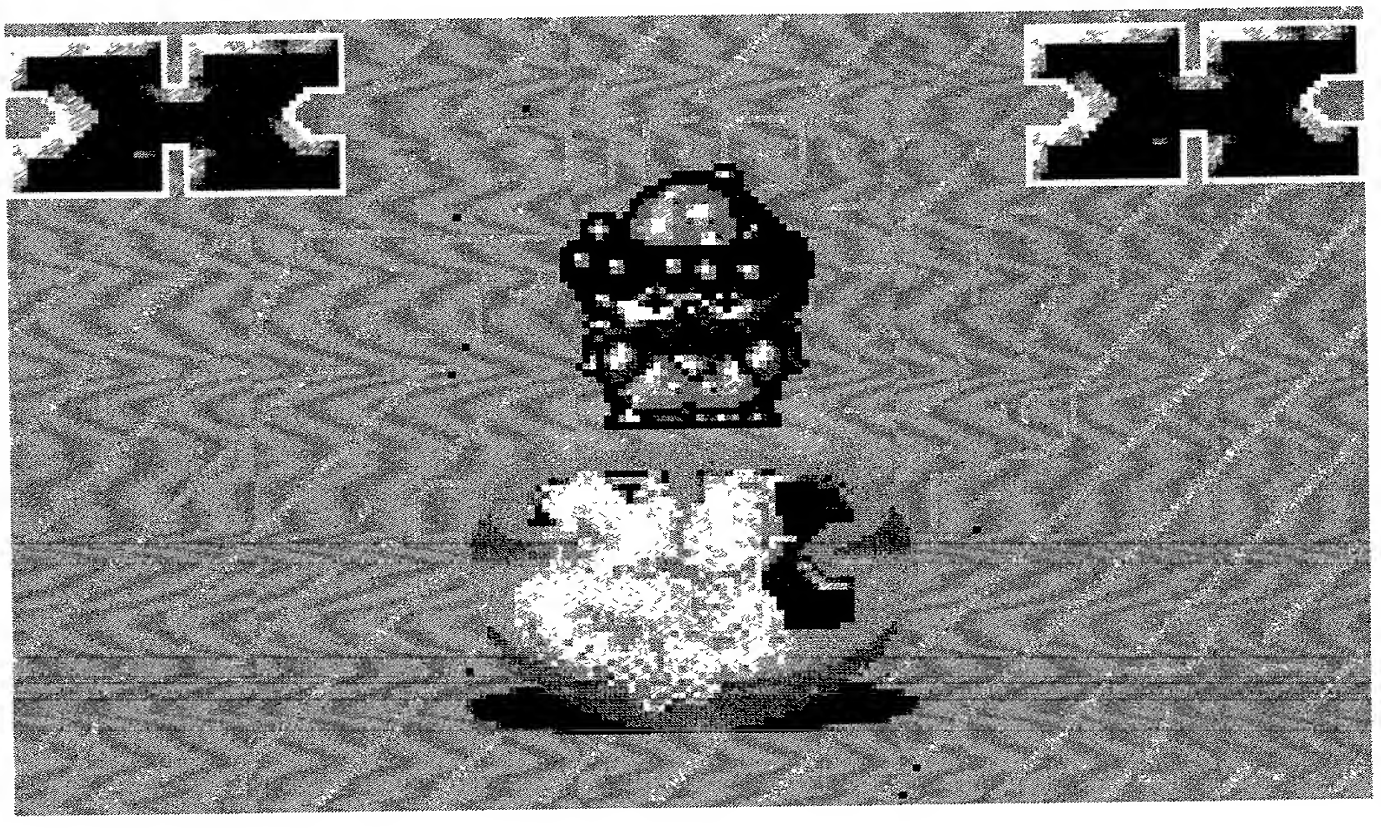


FIG. 134

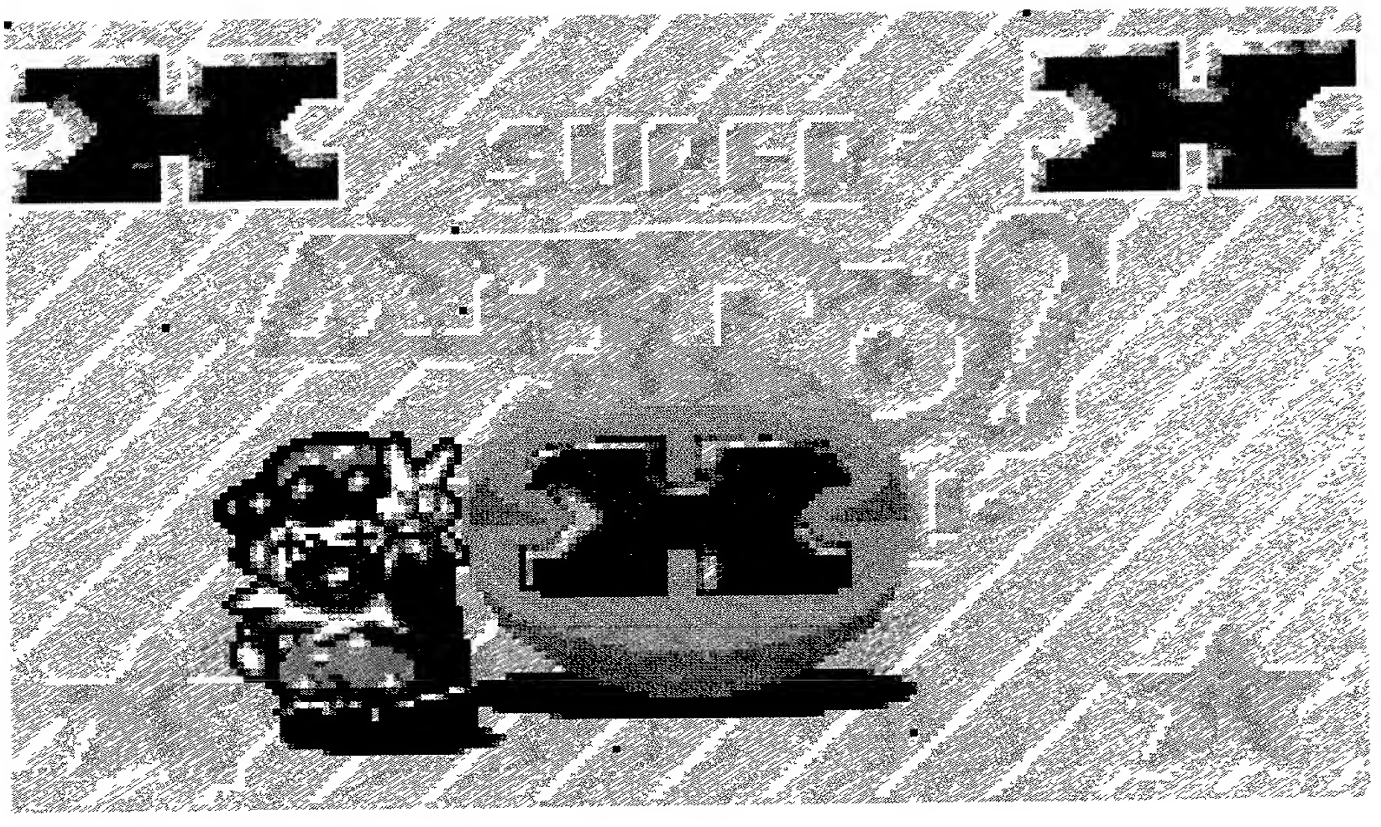


FIG. 135

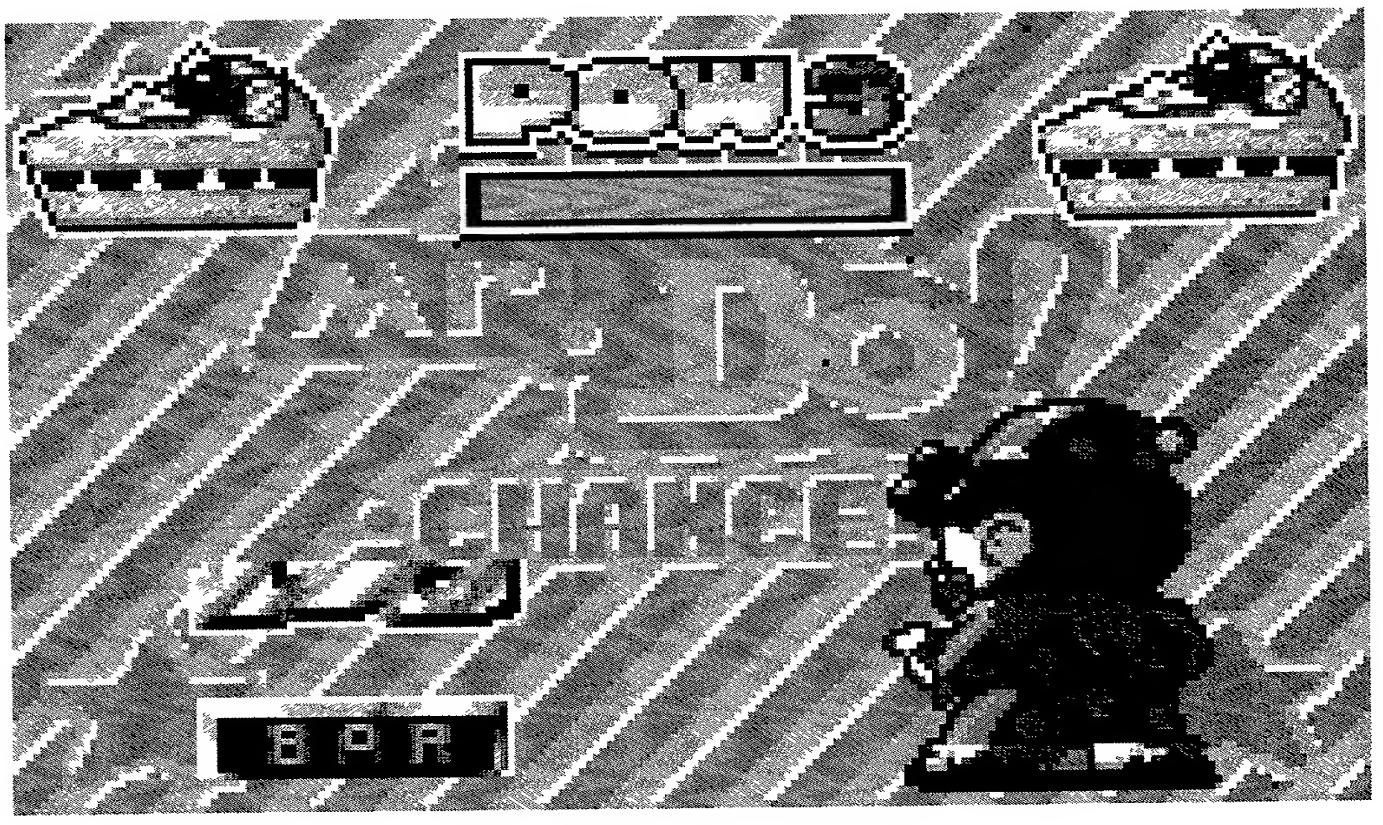


FIG. 136

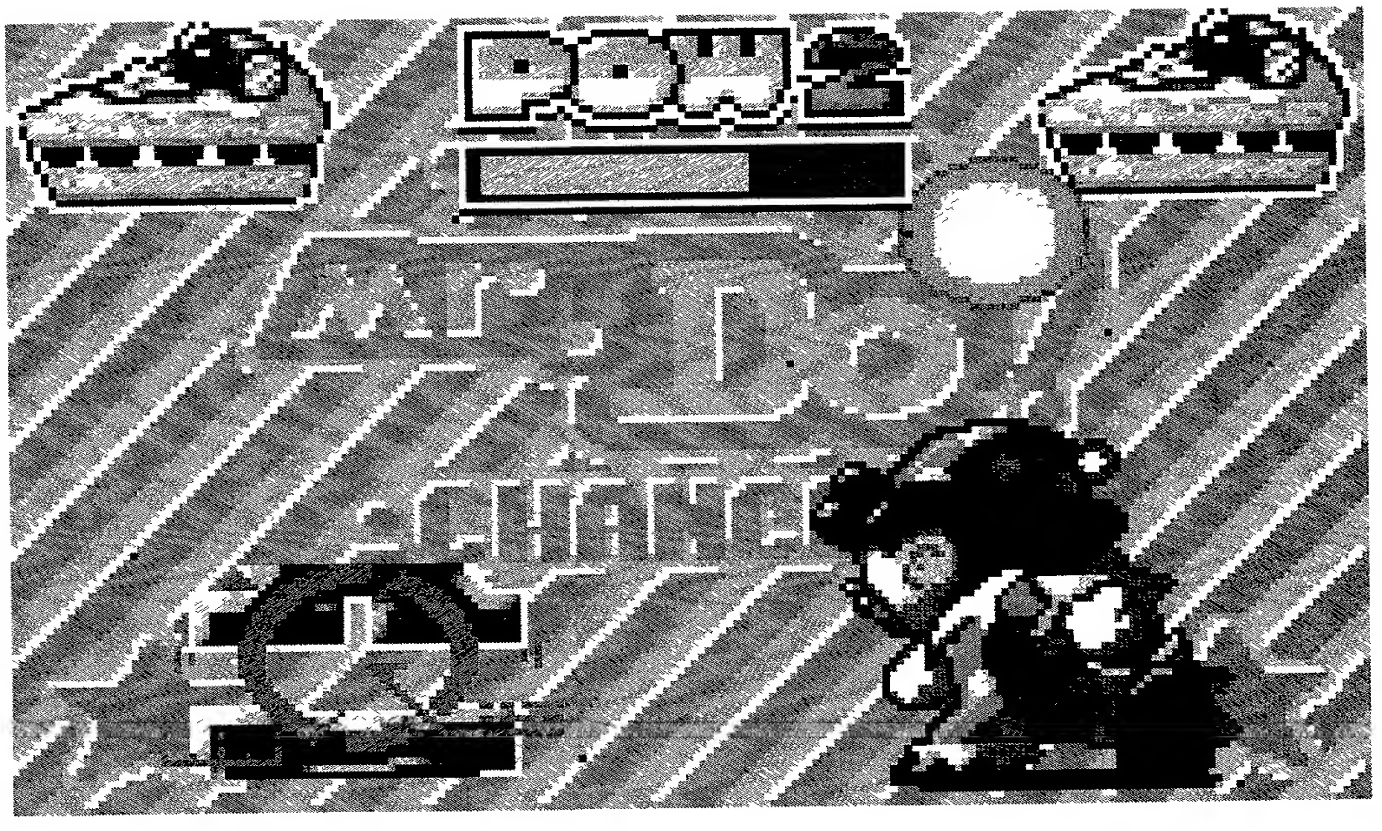


FIG. 137

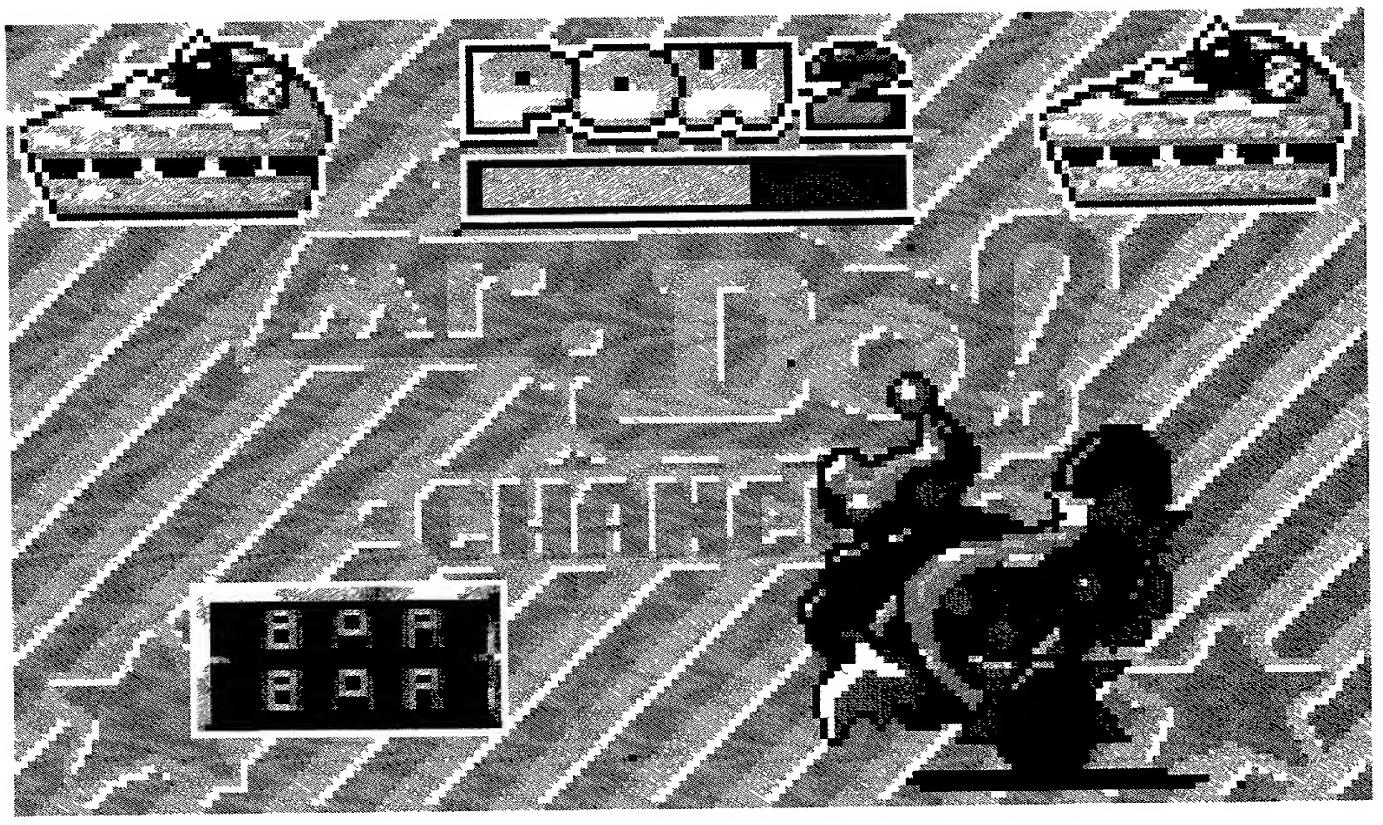


FIG. 138

FIG. 139

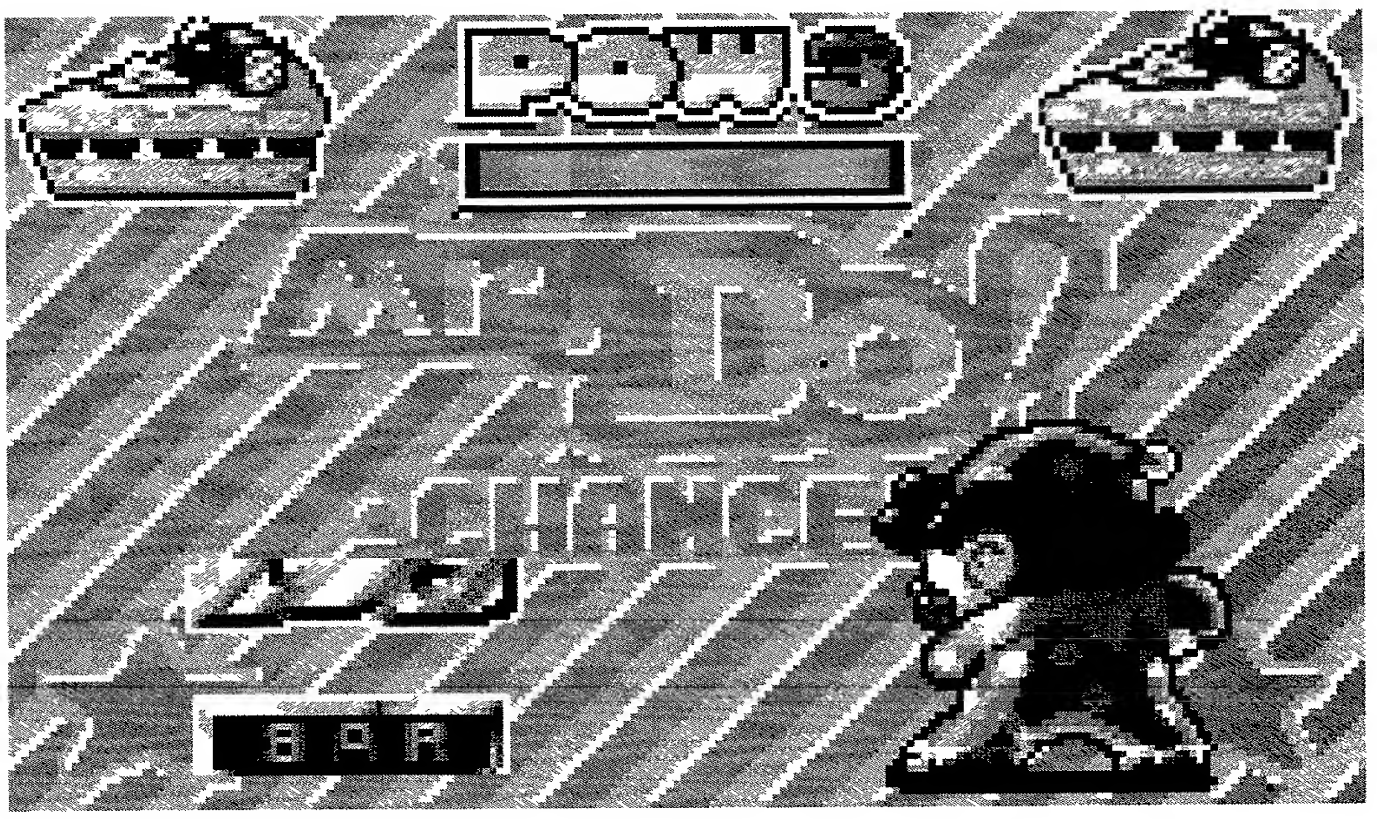


FIG. 140

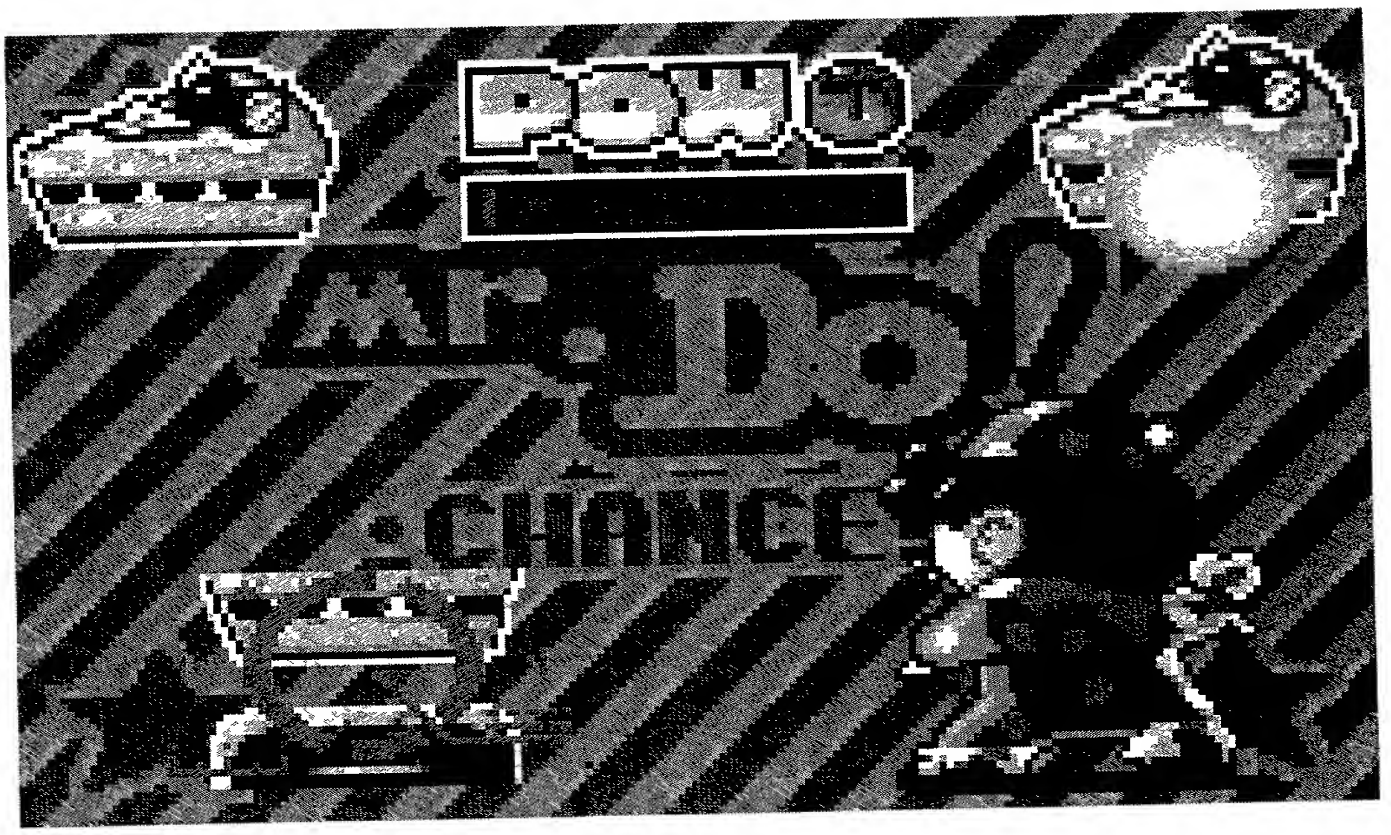


FIG. 141

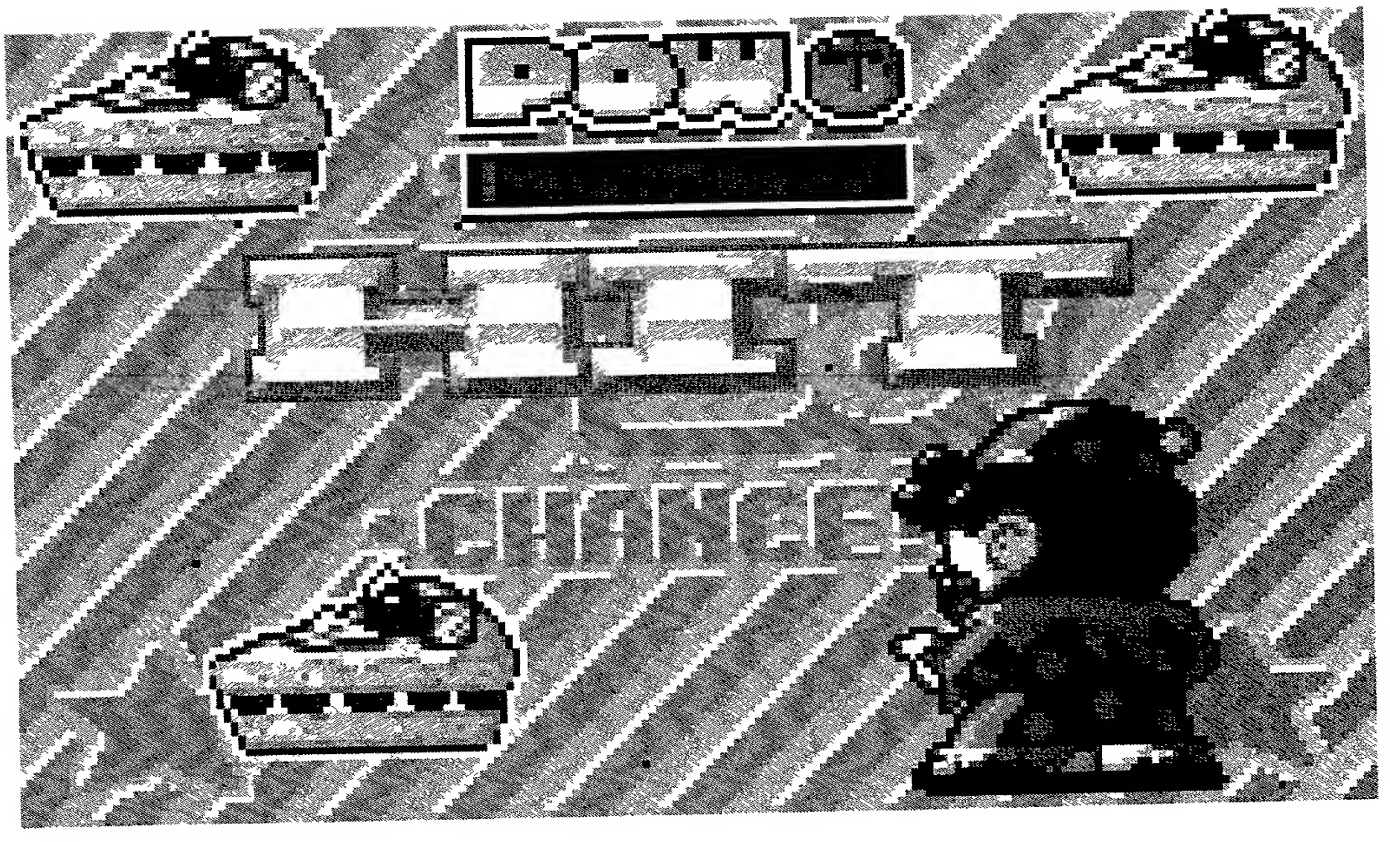


FIG. 142

FIG. 143

FIG. 144

FIG. 145

FIG. 146

FIG. 147

FIG. 148

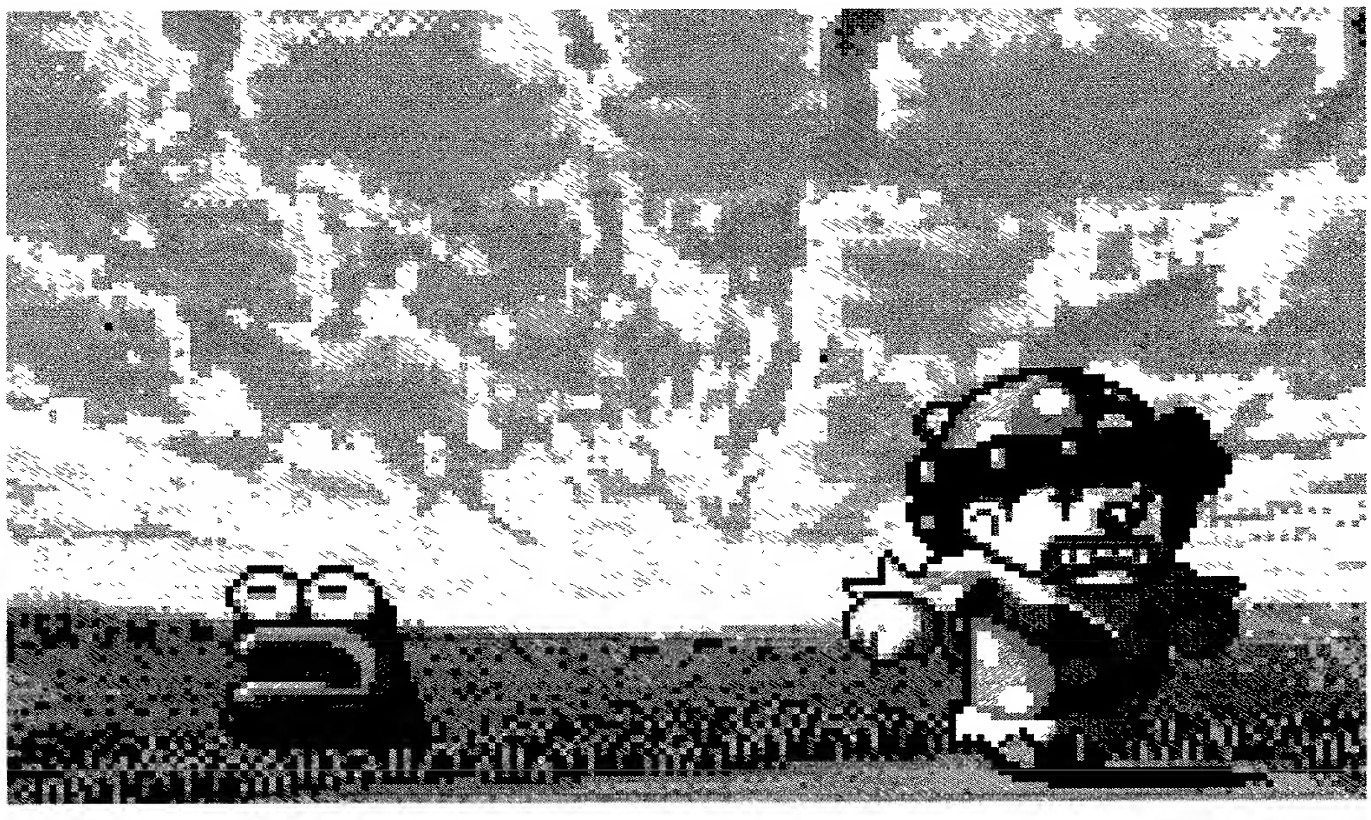


FIG. 149

FIG. 150

FIG. 151

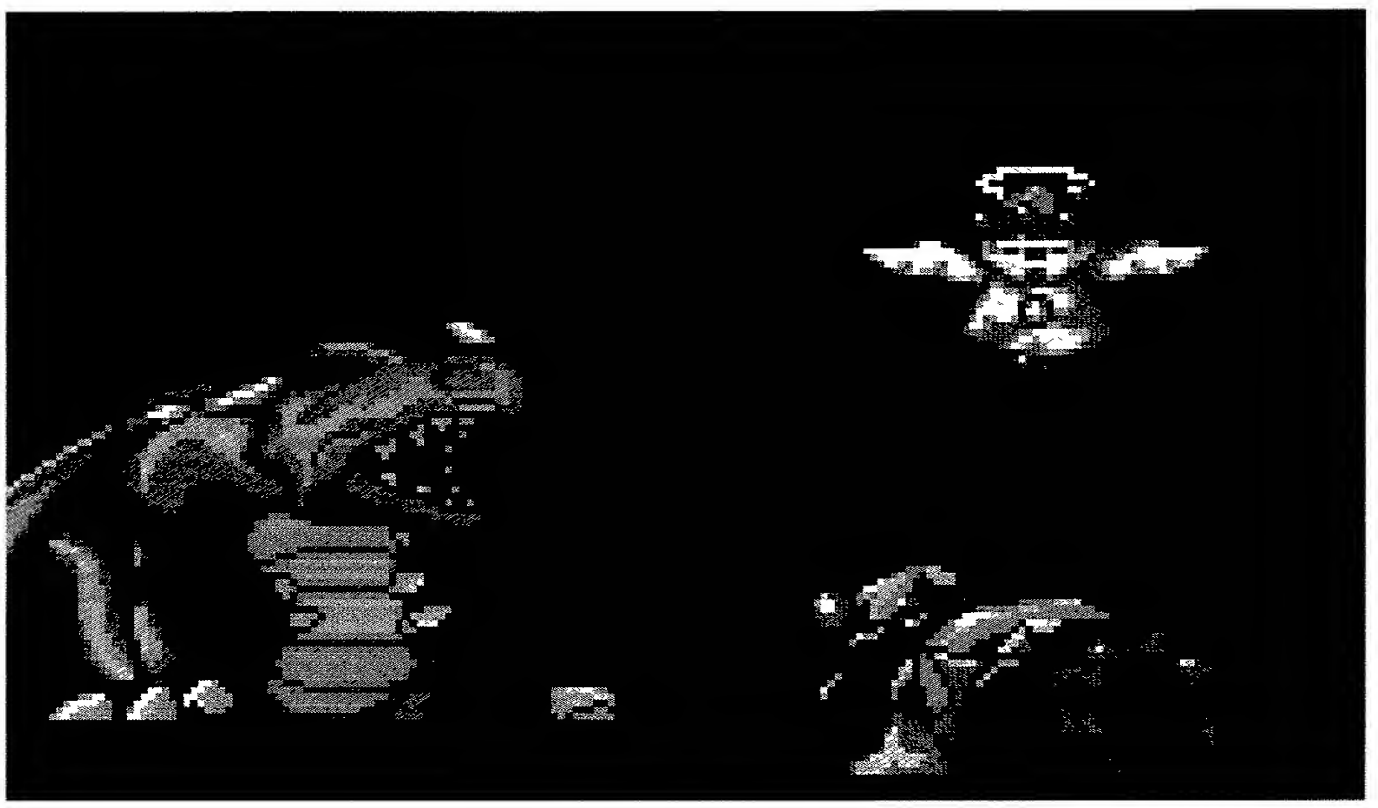


FIG. 152

FIG. 153

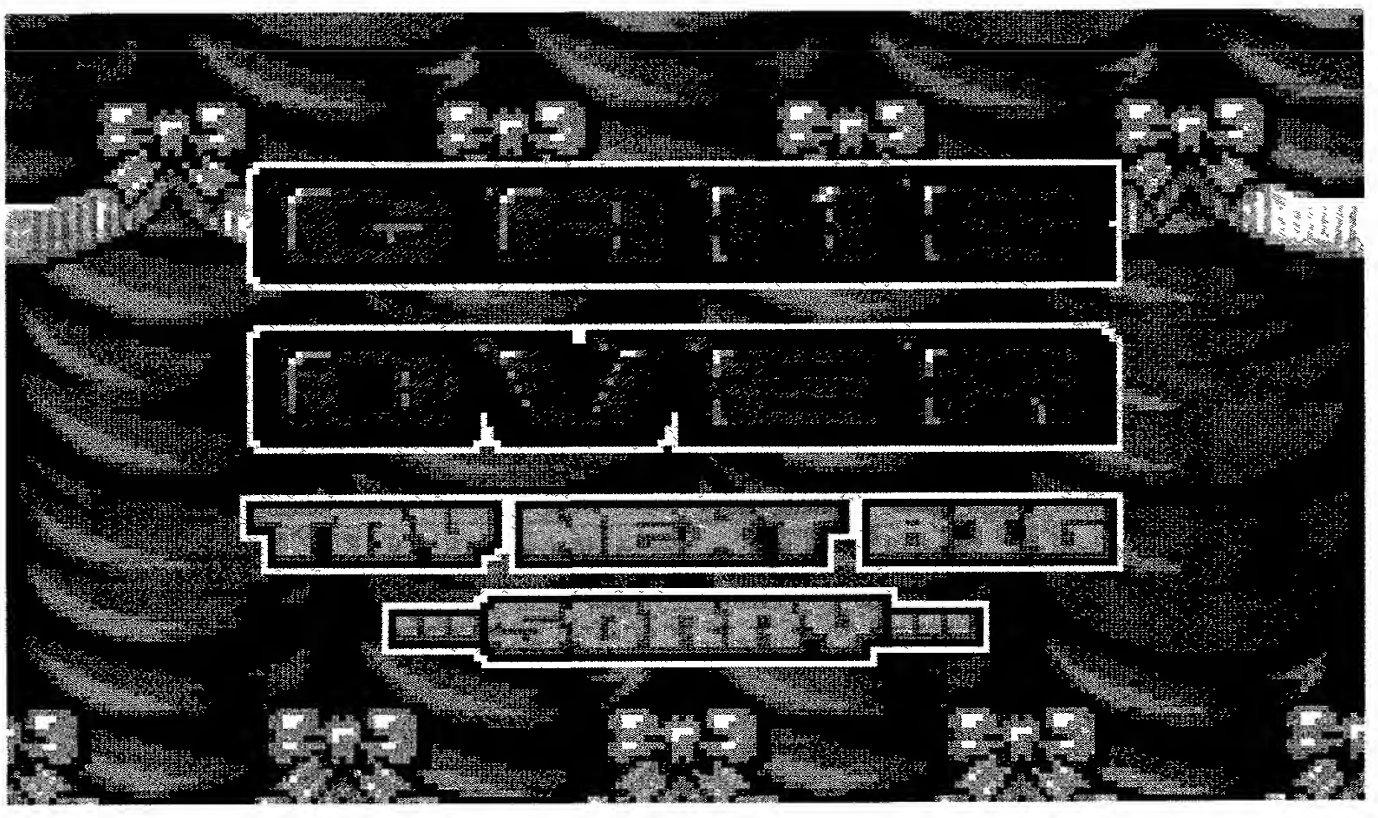


FIG. 154

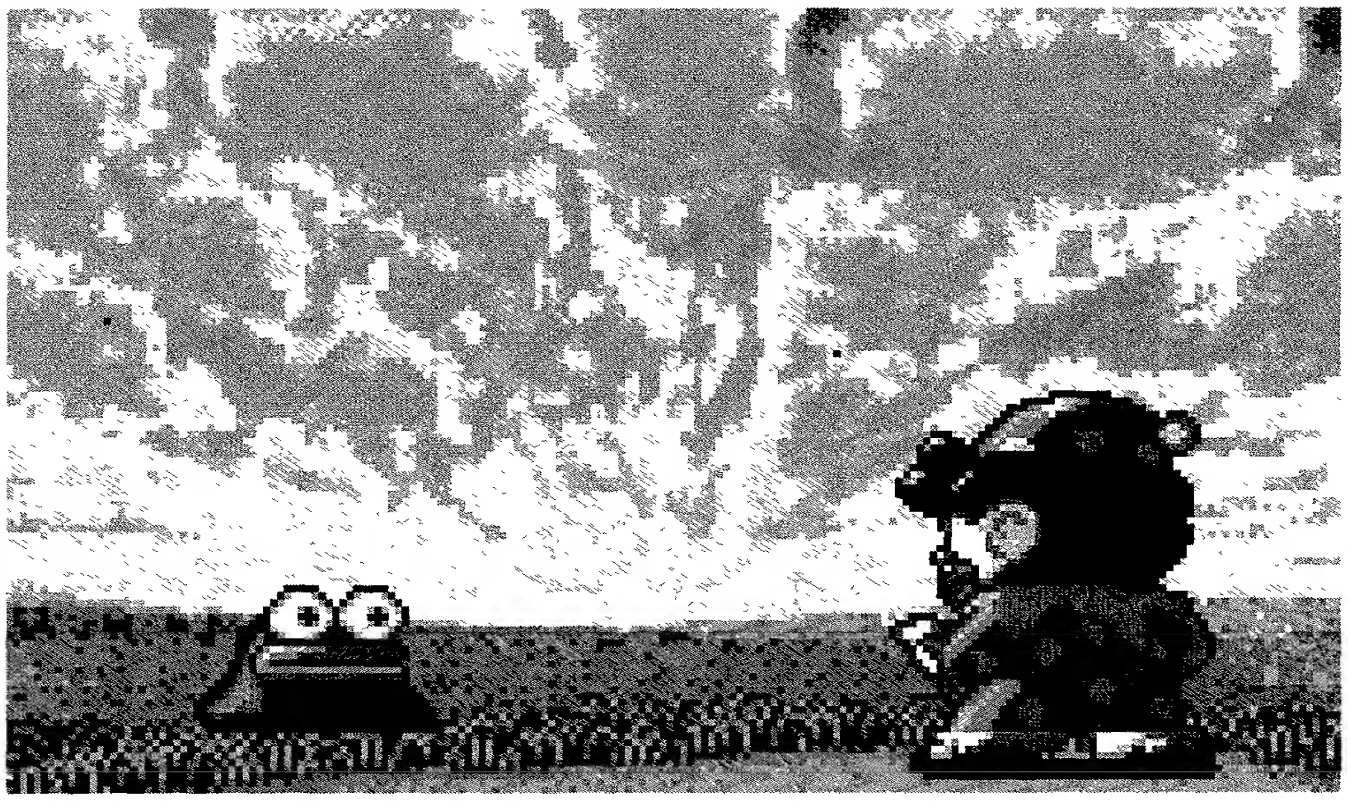


FIG. 155

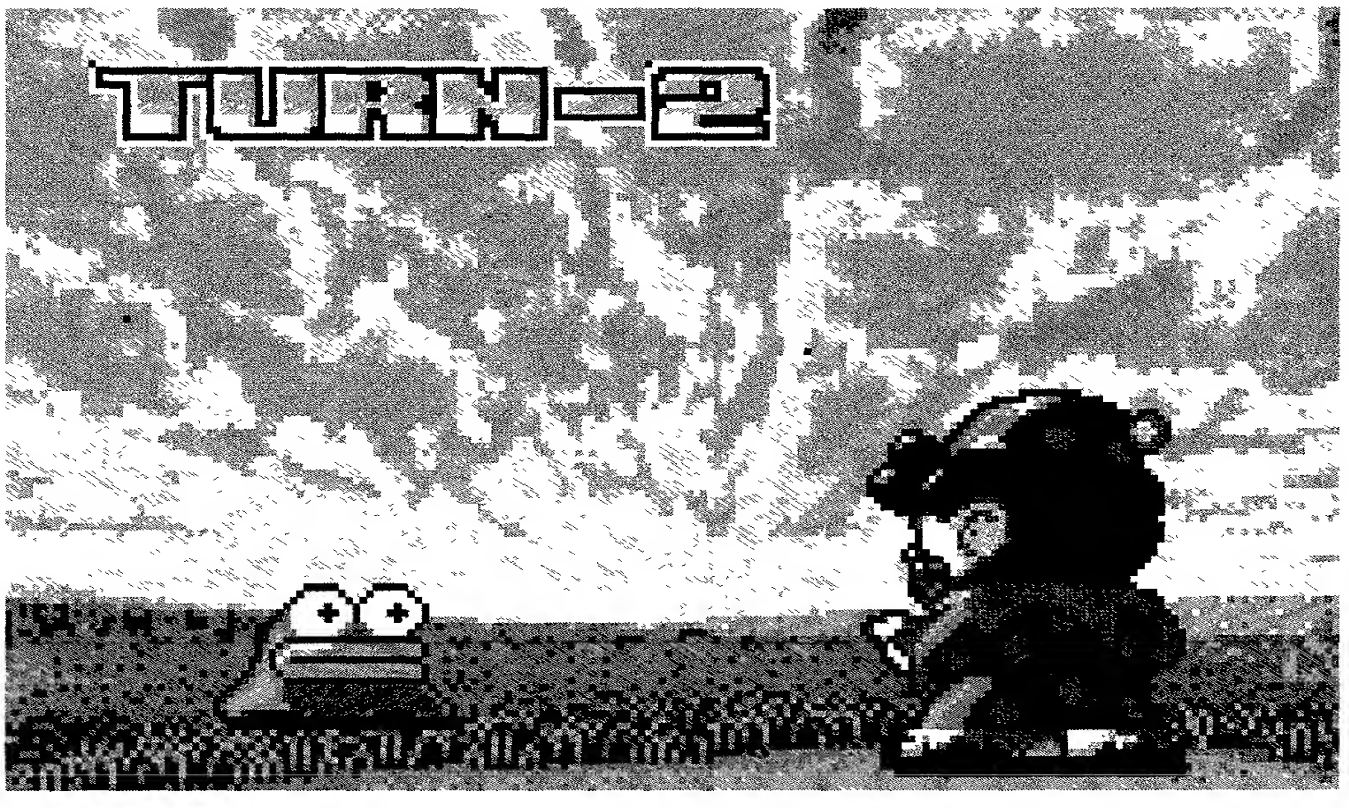


FIG. 156

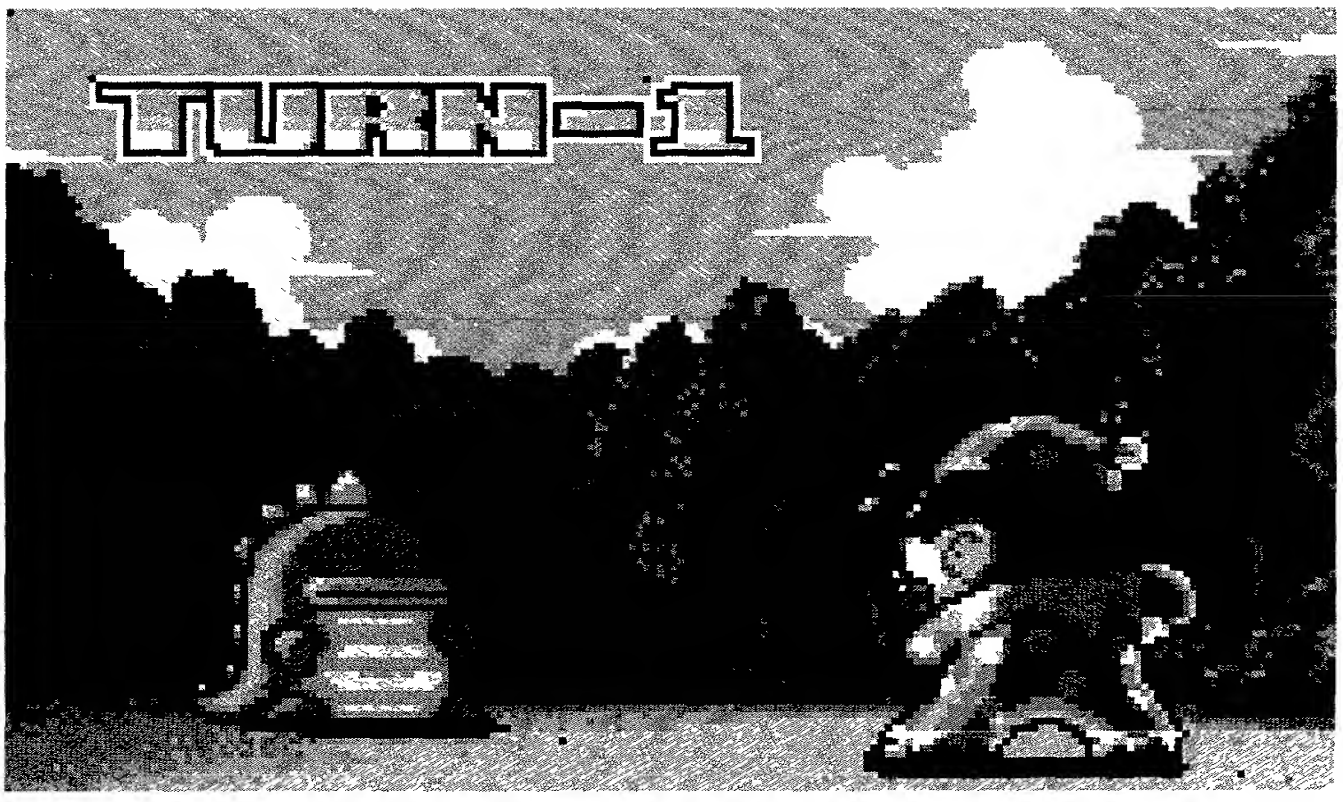


FIG. 157

FIG. 158

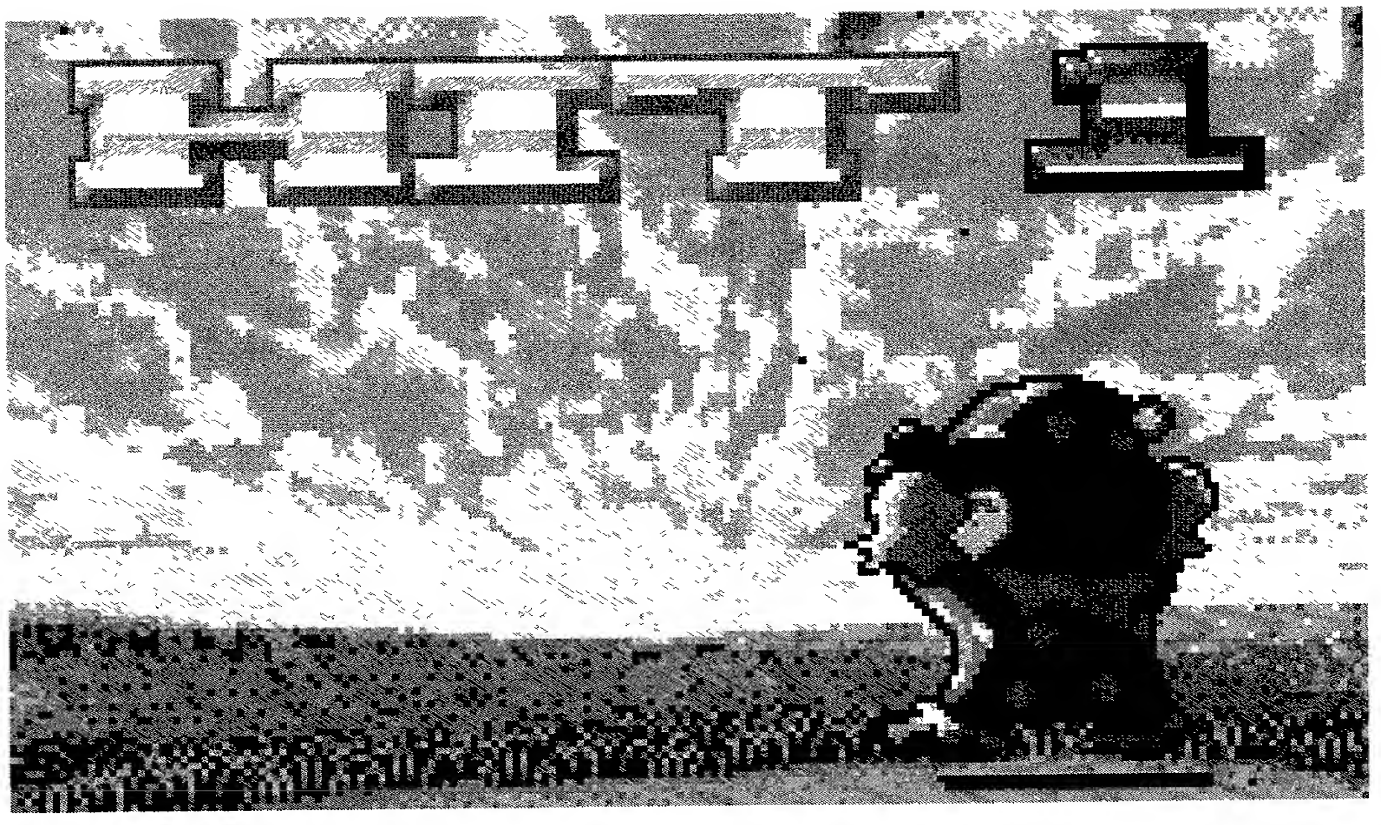


FIG. 159

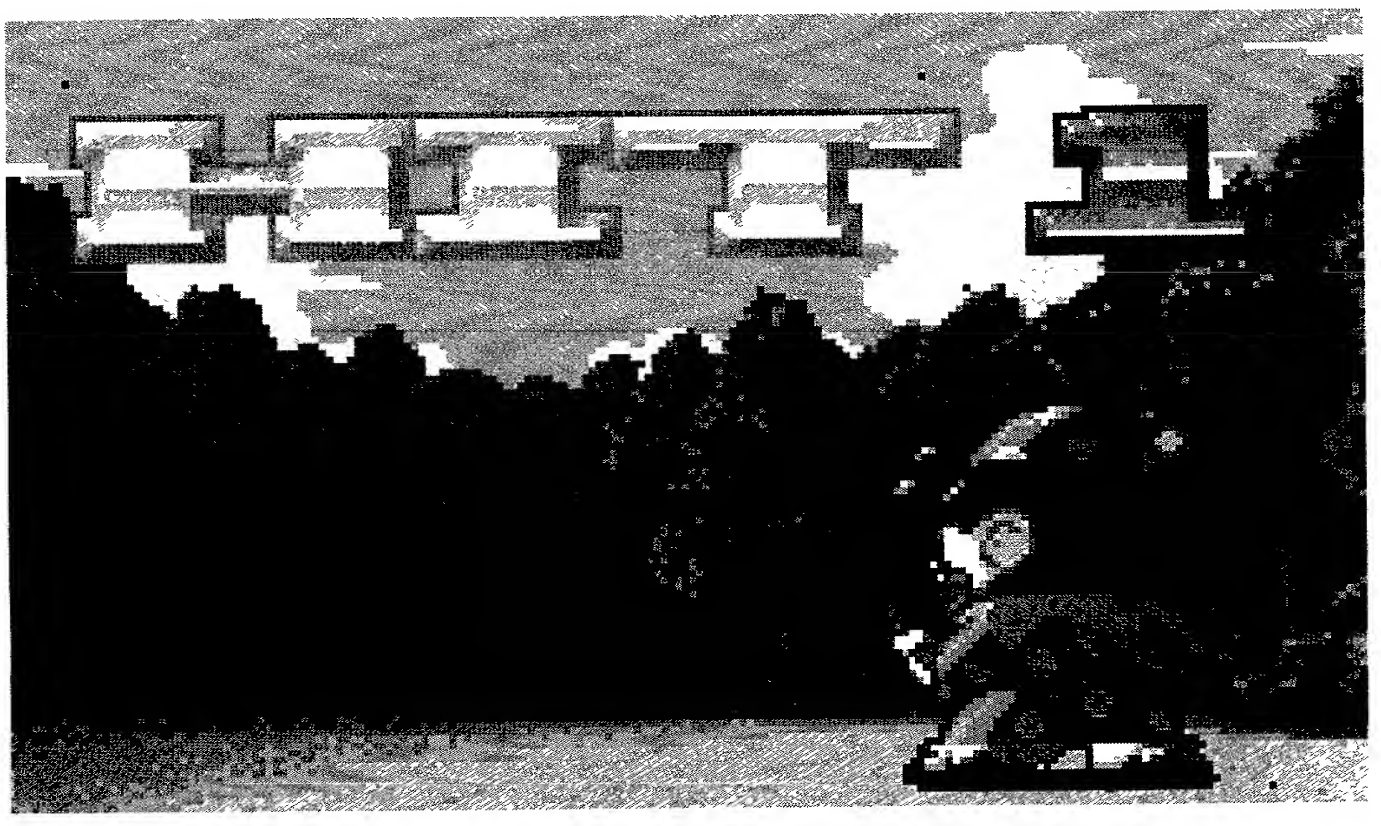


FIG. 160

FIG. 161

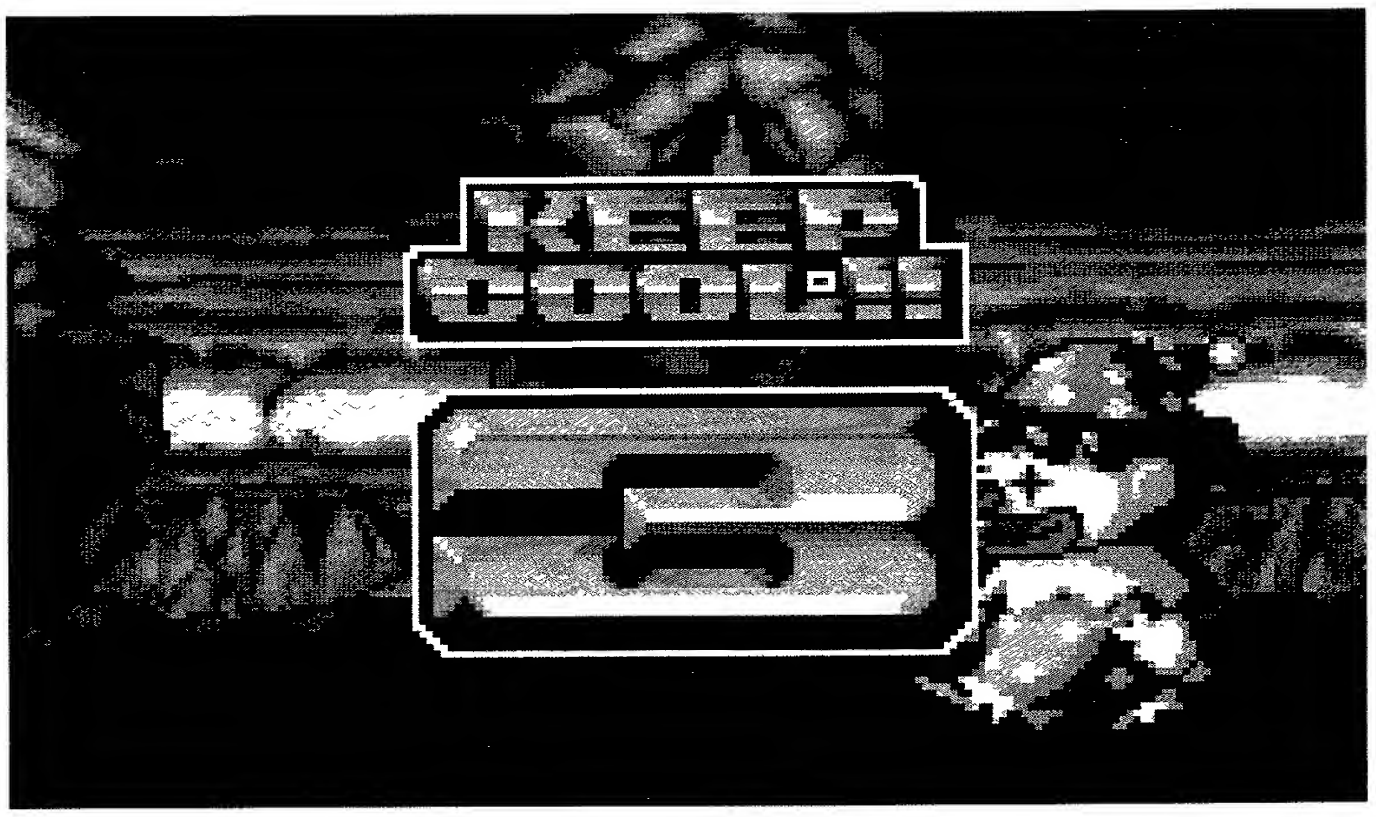


FIG. 162

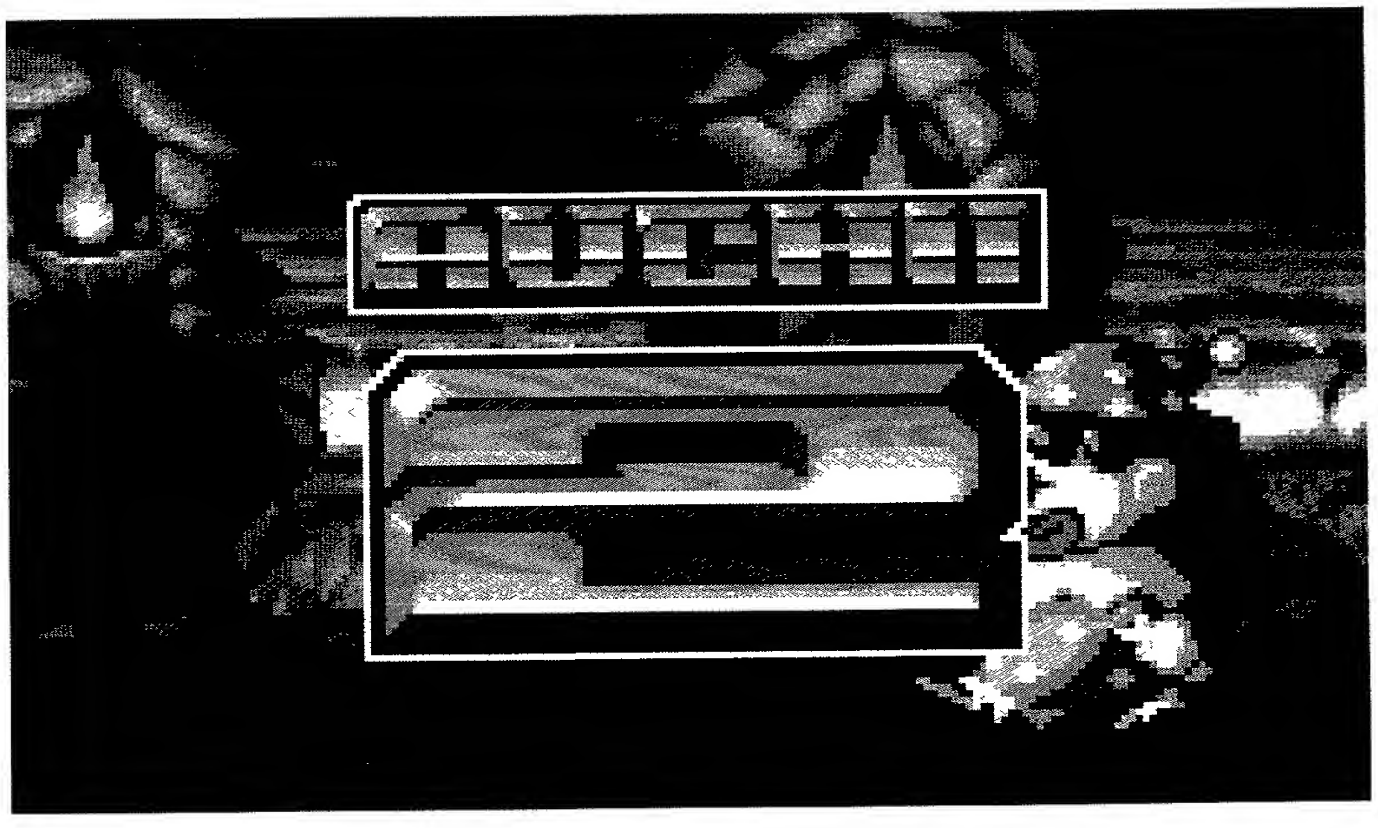


FIG. 163

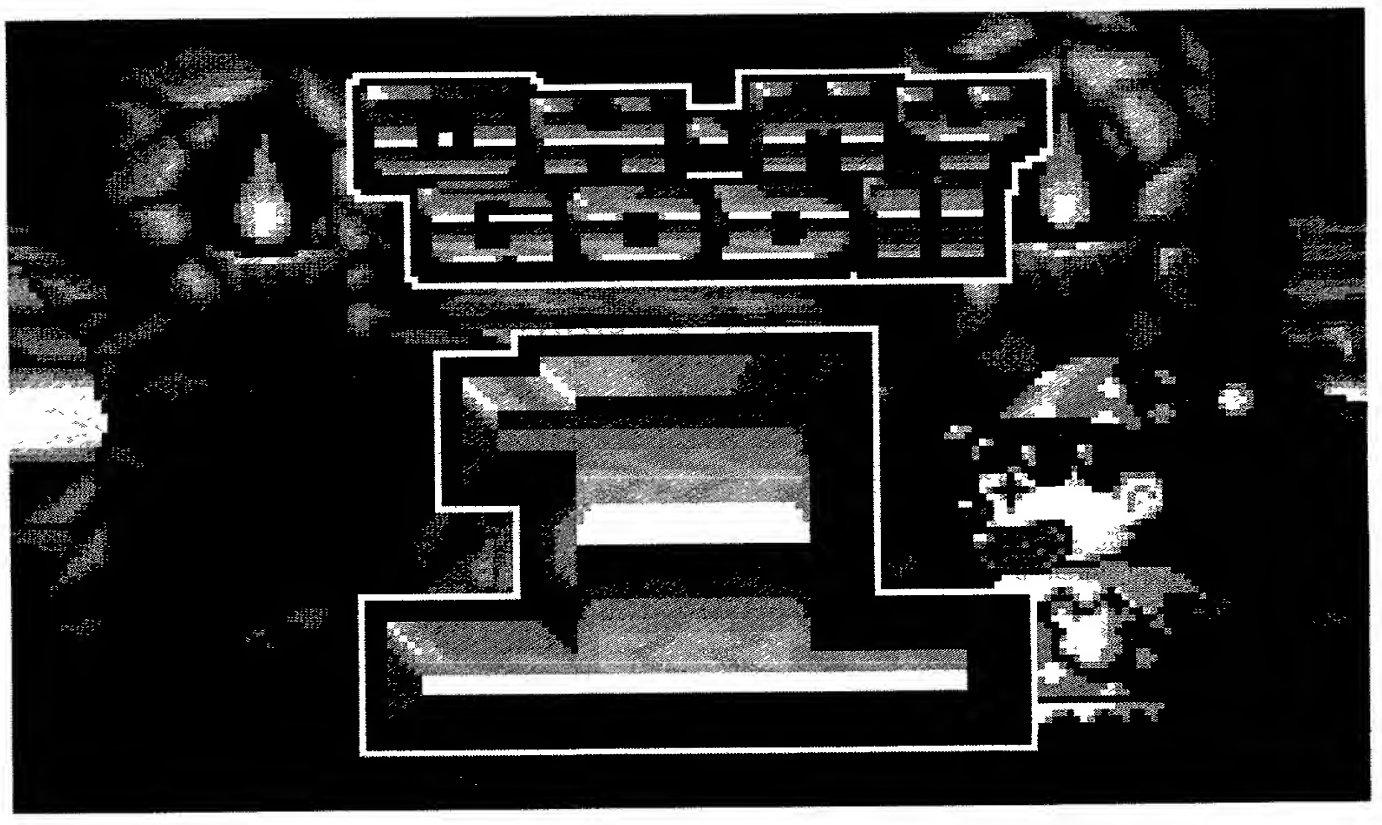


FIG. 164

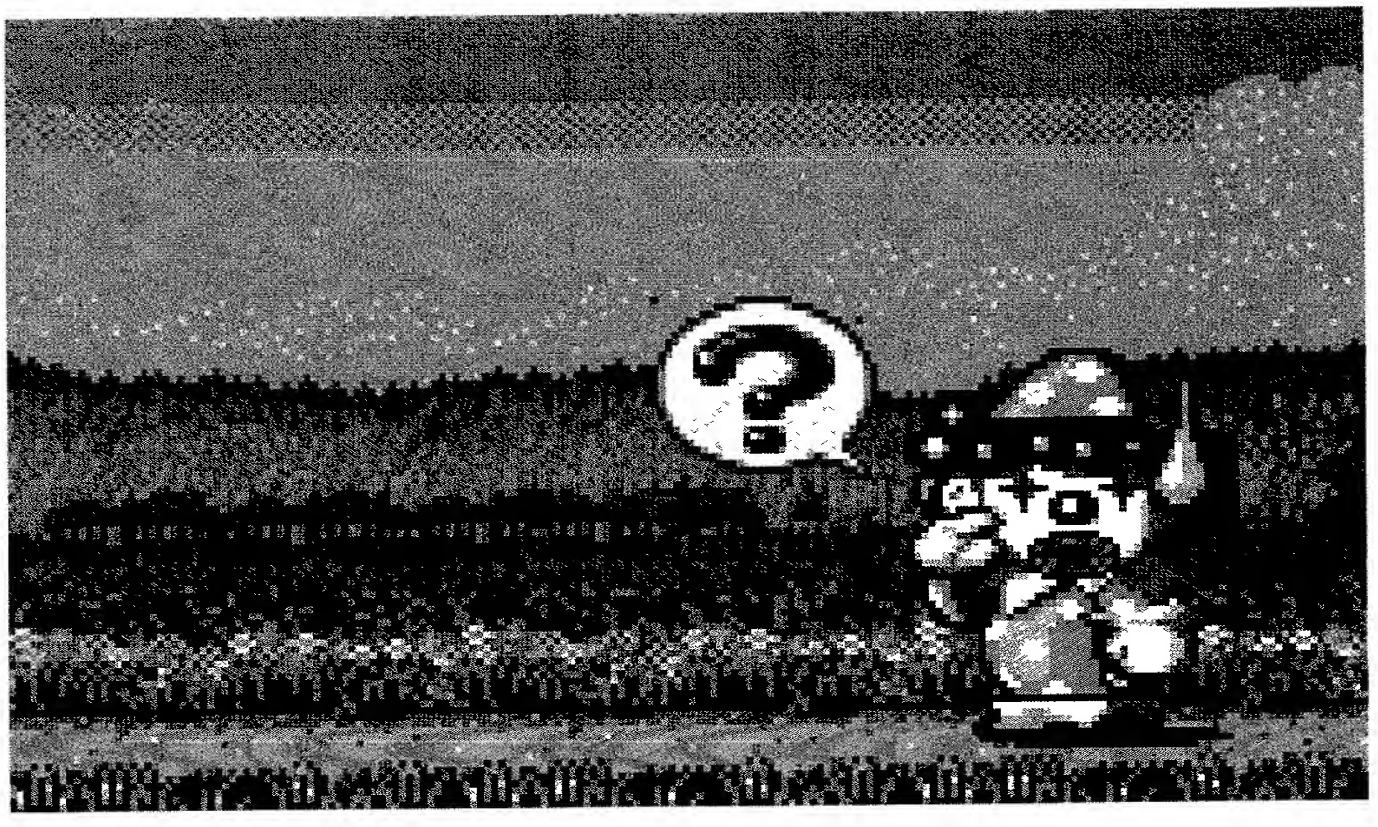


FIG. 165

FIG. 166

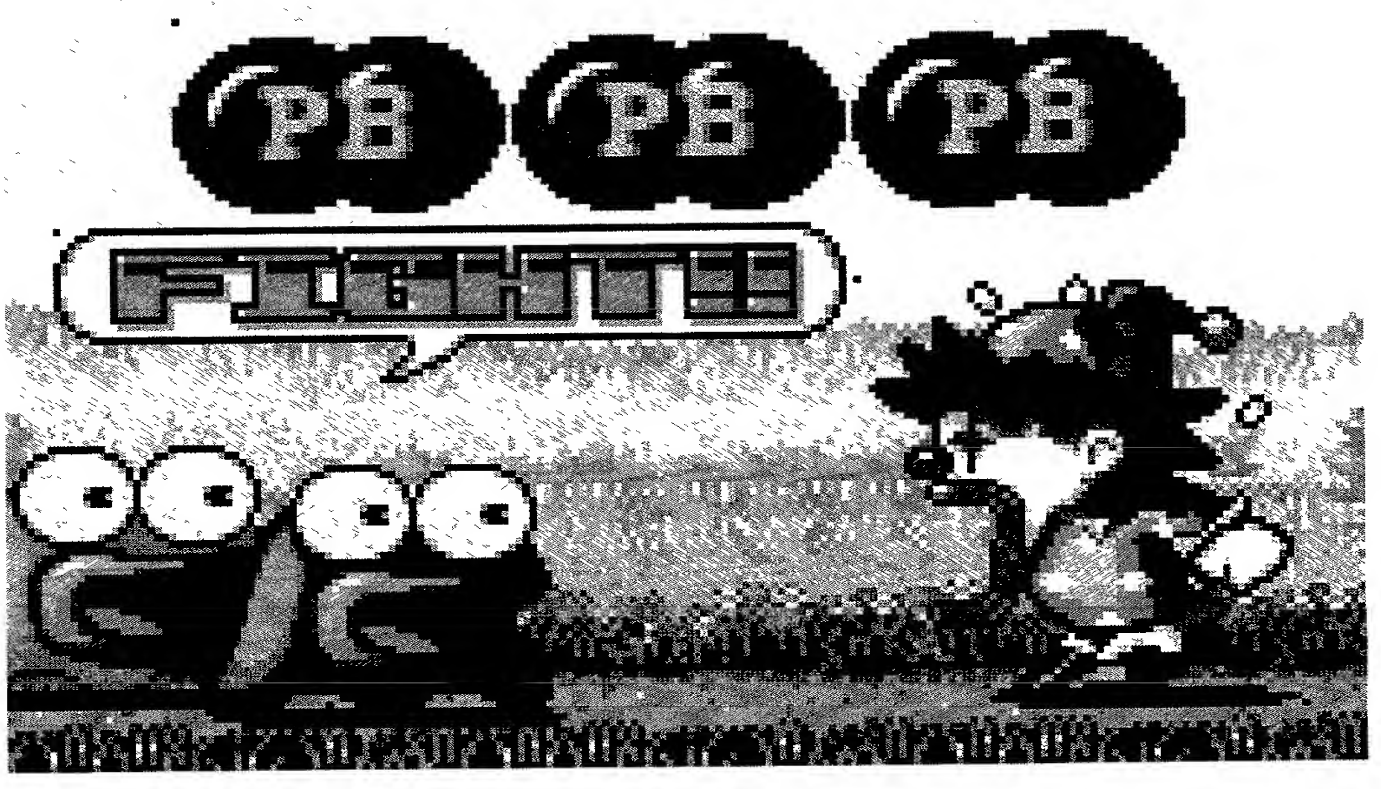


FIG. 167

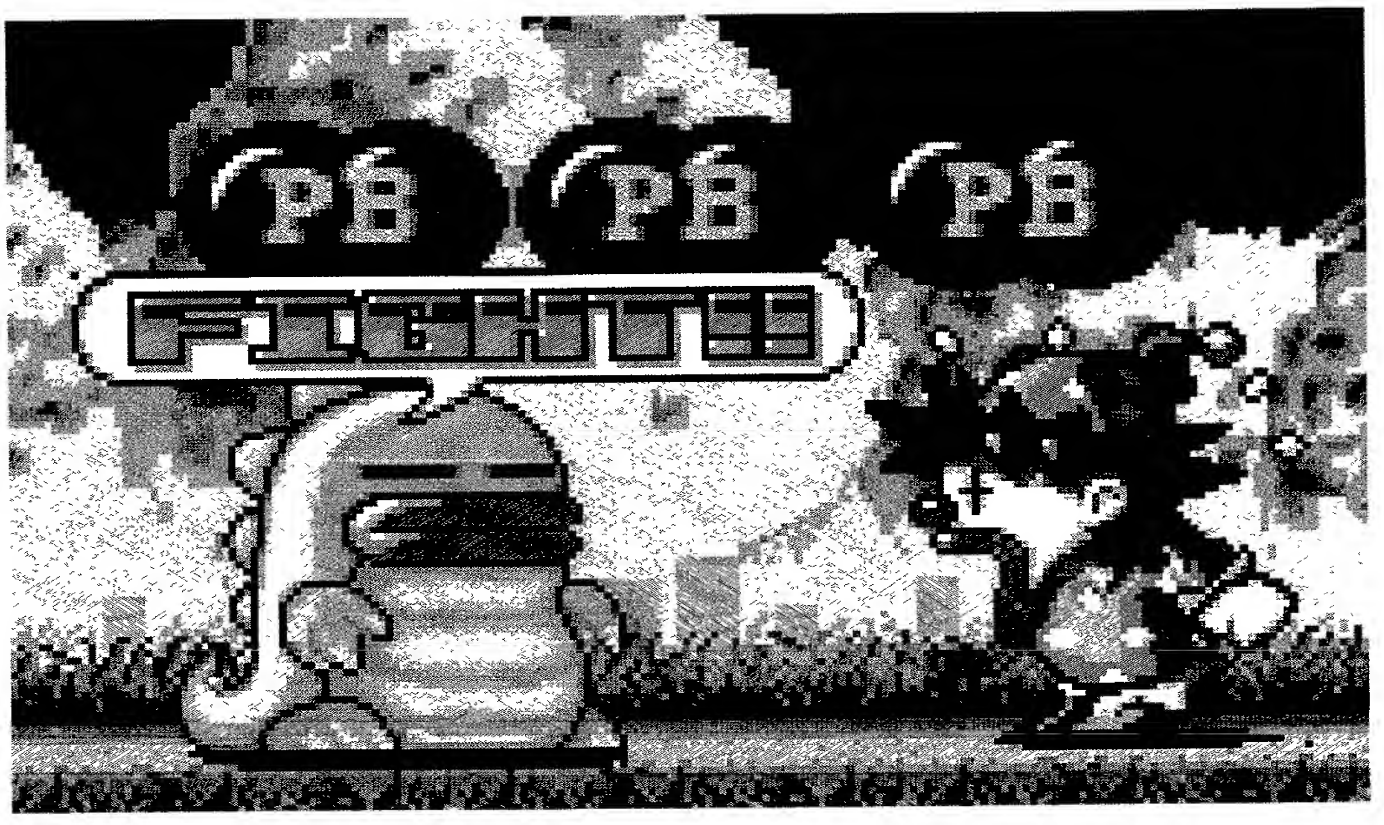


FIG. 168

FIG. 169

FIG. 170

FIG. 171

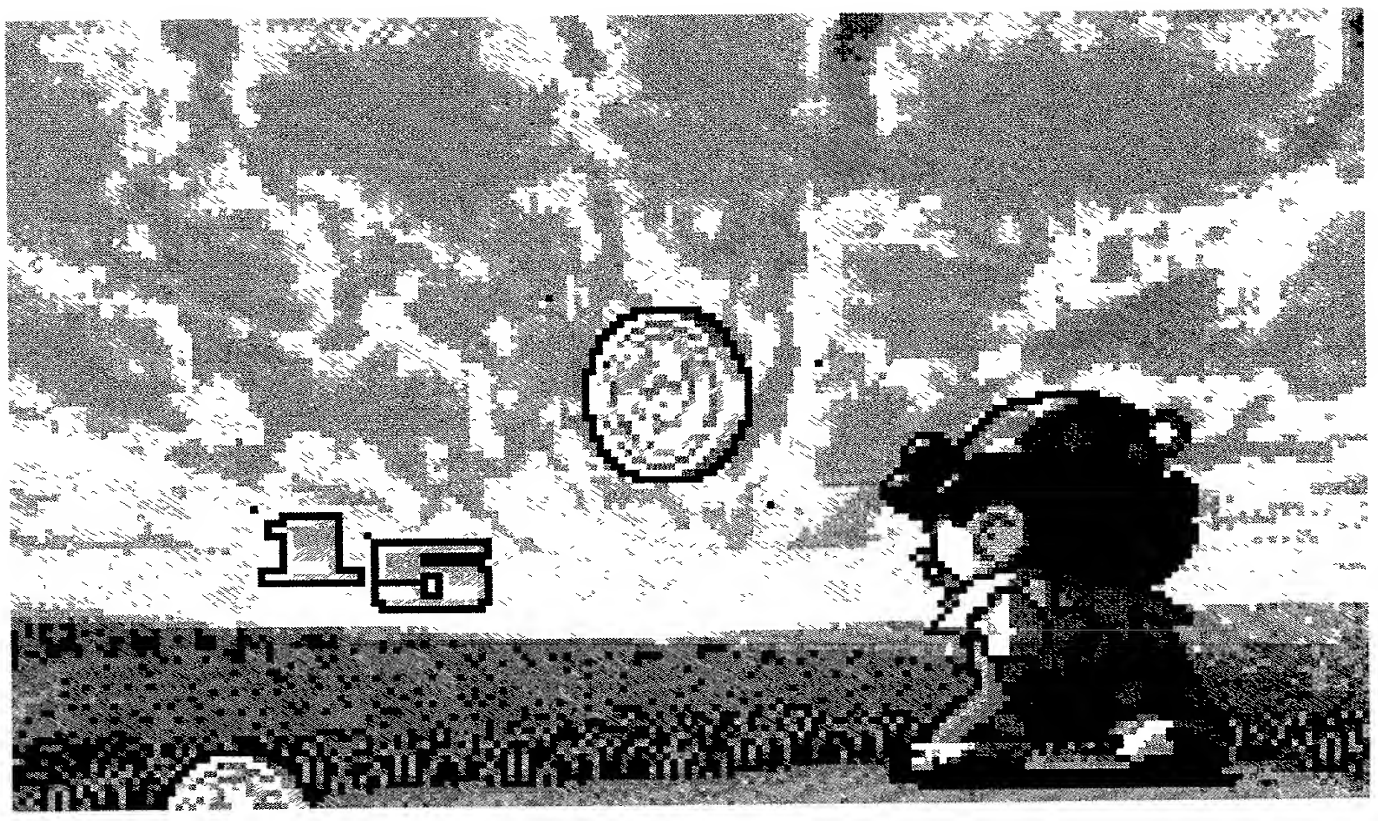


FIG. 172

FIG. 173

FIG. 174

FIG. 175

FIG. 176

FIG. 177

FIG. 178

FIG.179

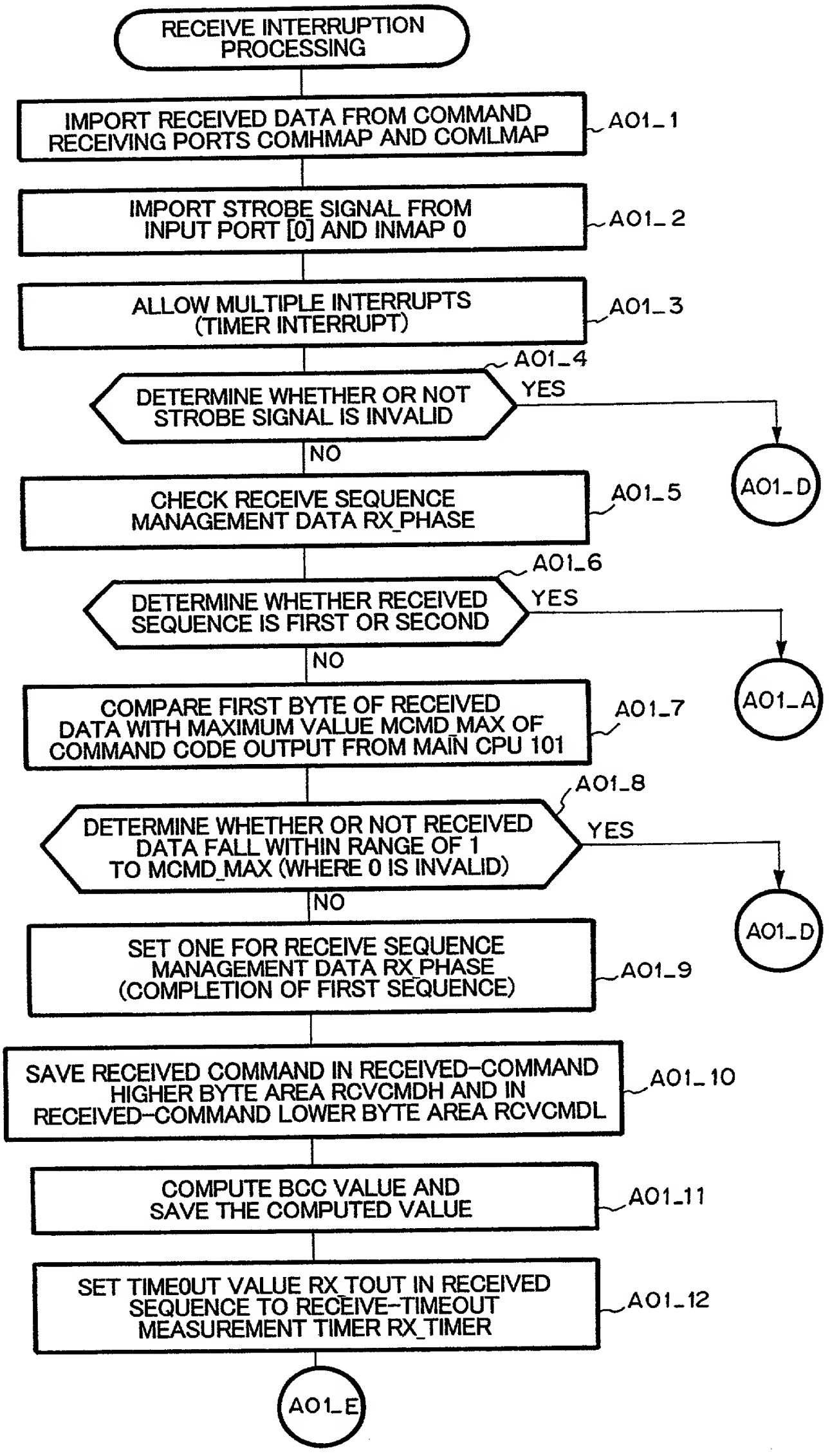

RECEIVE INTERRUPTION PROCESSING
IMPORT RECEIVED DATA FROM COMMAND RECEIVING PORTS COMHMAP AND COMLMAP
A01_1
IMPORT STROBE SIGNAL FROM INPUT PORT [0] AND INMAP 0
A01_2
ALLOW MULTIPLE INTERRUPTS (TIMER INTERRUPT)
A01_3
A01_4
DETERMINE WHETHER OR NOT STROBE SIGNAL IS INVALID
YES
NO
A01_D
CHECK RECEIVE SEQUENCE MANAGEMENT DATA RX_PHASE
A01_5
A01_6
DETERMINE WHETHER RECEIVED SEQUENCE IS FIRST OR SECOND
YES
NO
A01_A
COMPARE FIRST BYTE OF RECEIVED DATA WITH MAXIMUM VALUE MCMD_MAX OF COMMAND CODE OUTPUT FROM MAIN CPU 101
A01_7
A01_8
DETERMINE WHETHER OR NOT RECEIVED DATA FALL WITHIN RANGE OF 1 TO MCMD_MAX (WHERE 0 IS INVALID)
YES
NO
A01_D
SET ONE FOR RECEIVE SEQUENCE MANAGEMENT DATA RX_PHASE (COMPLETION OF FIRST SEQUENCE)
A01_9
SAVE RECEIVED COMMAND IN RECEIVED-COMMAND HIGHER BYTE AREA RCVCMDH AND IN RECEIVED-COMMAND LOWER BYTE AREA RCVCMDL
A01_10
COMPUTE BCC VALUE AND SAVE THE COMPUTED VALUE
A01_11
SET TIMEOUT VALUE RX_TOUT IN RECEIVED SEQUENCE TO RECEIVE-TIMEOUT MEASUREMENT TIMER RX_TIMER
A01_12
A01_E

FIG.180

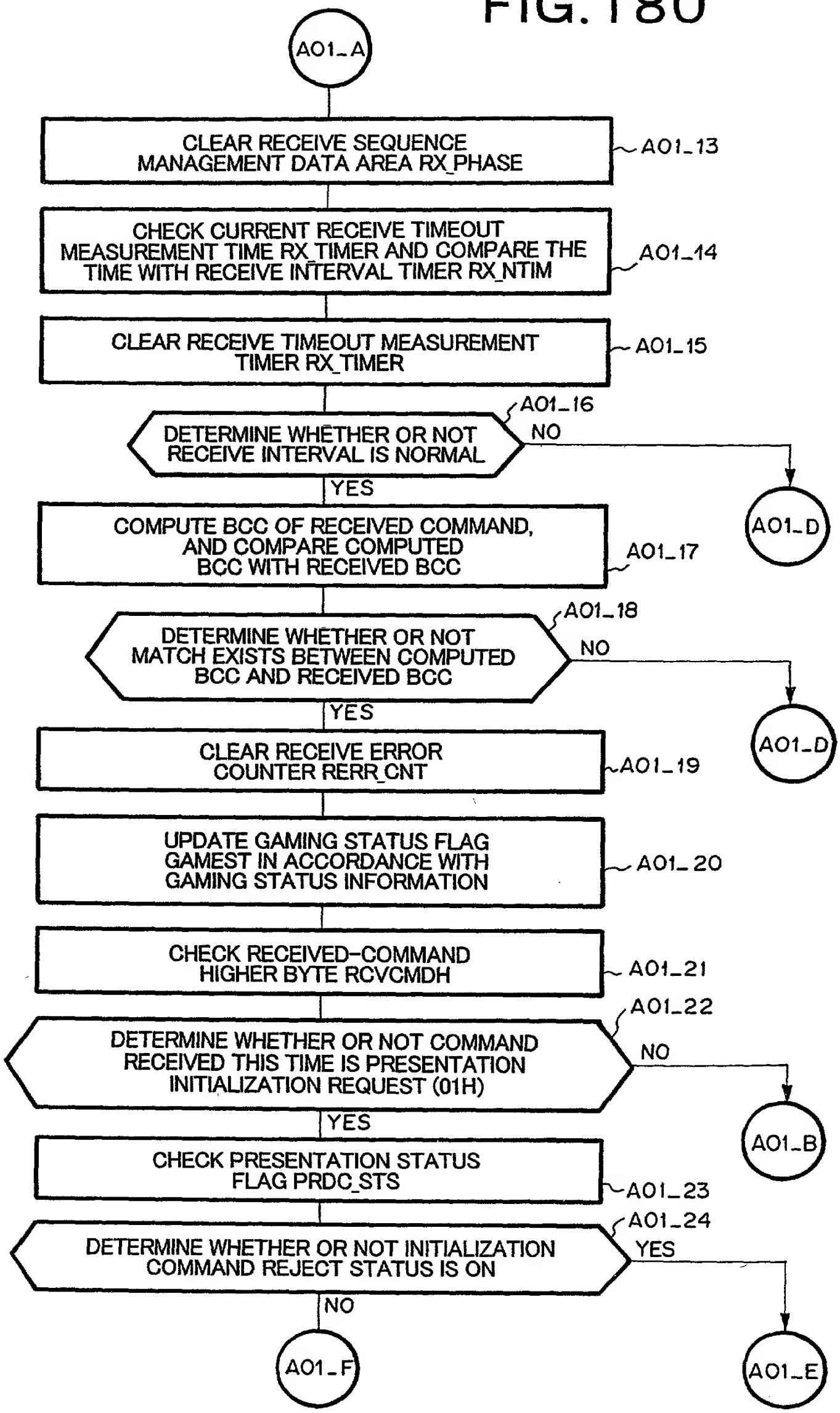

A01_A
CLEAR RECEIVE SEQUENCE MANAGEMENT DATA AREA RX_PHASE
A01_13
CHECK CURRENT RECEIVE TIMEOUT MEASUREMENT TIME RX_TIMER AND COMPARE THE TIME WITH RECEIVE INTERVAL TIMER RX_NTIM
A01_14
CLEAR RECEIVE TIMEOUT MEASUREMENT TIMER RX_TIMER
A01_15
A01_16
DETERMINE WHETHER OR NOT RECEIVE INTERVAL IS NORMAL
NO
YES
A01_D
COMPUTE BCC OF RECEIVED COMMAND, AND COMPARE COMPUTED BCC WITH RECEIVED BCC
A01_17
A01_18
DETERMINE WHETHER OR NOT MATCH EXISTS BETWEEN COMPUTED BCC AND RECEIVED BCC
NO
YES
A01_D
CLEAR RECEIVE ERROR COUNTER RERR_CNT
A01_19
UPDATE GAMING STATUS FLAG GAMEST IN ACCORDANCE WITH GAMING STATUS INFORMATION
A01_20
CHECK RECEIVED-COMMAND HIGHER BYTE RCVCMDH
A01_21
A01_22
DETERMINE WHETHER OR NOT COMMAND RECEIVED THIS TIME IS PRESENTATION INITIALIZATION REQUEST (01H)
NO
YES
A01_B
CHECK PRESENTATION STATUS FLAG PRDC_STS
A01_23
A01_24
DETERMINE WHETHER OR NOT INITIALIZATION COMMAND REJECT STATUS IS ON
YES
NO
A01_F
A01_E

FIG.181A

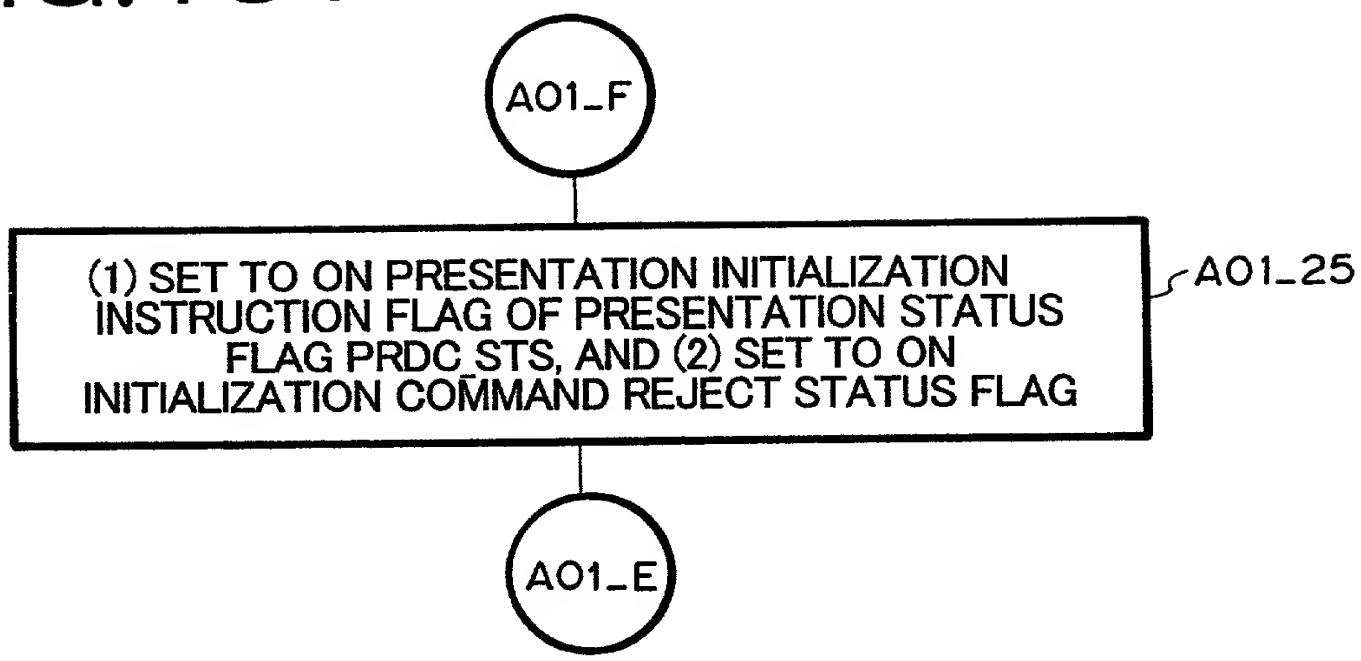


FIG.181B

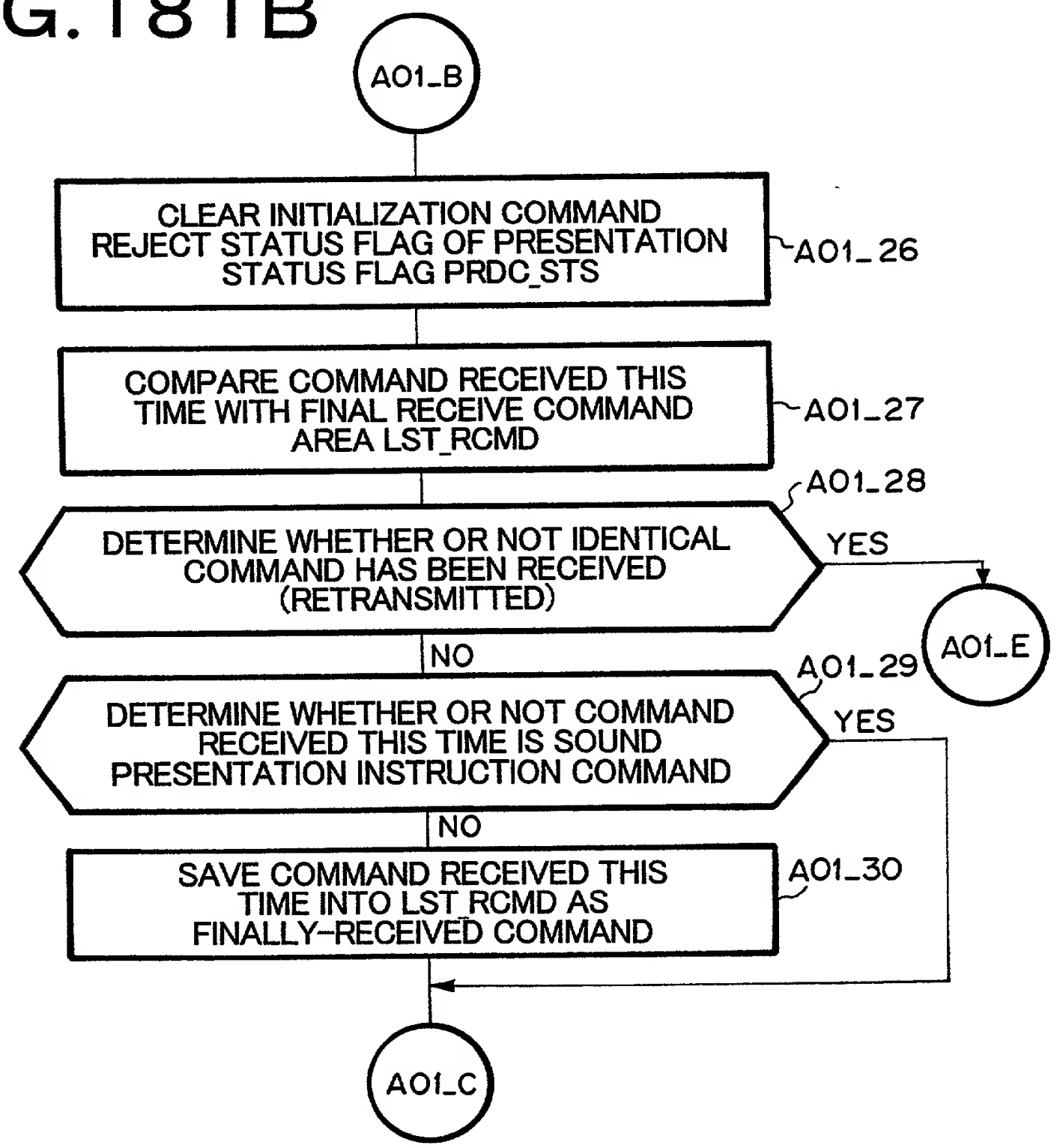


FIG.182

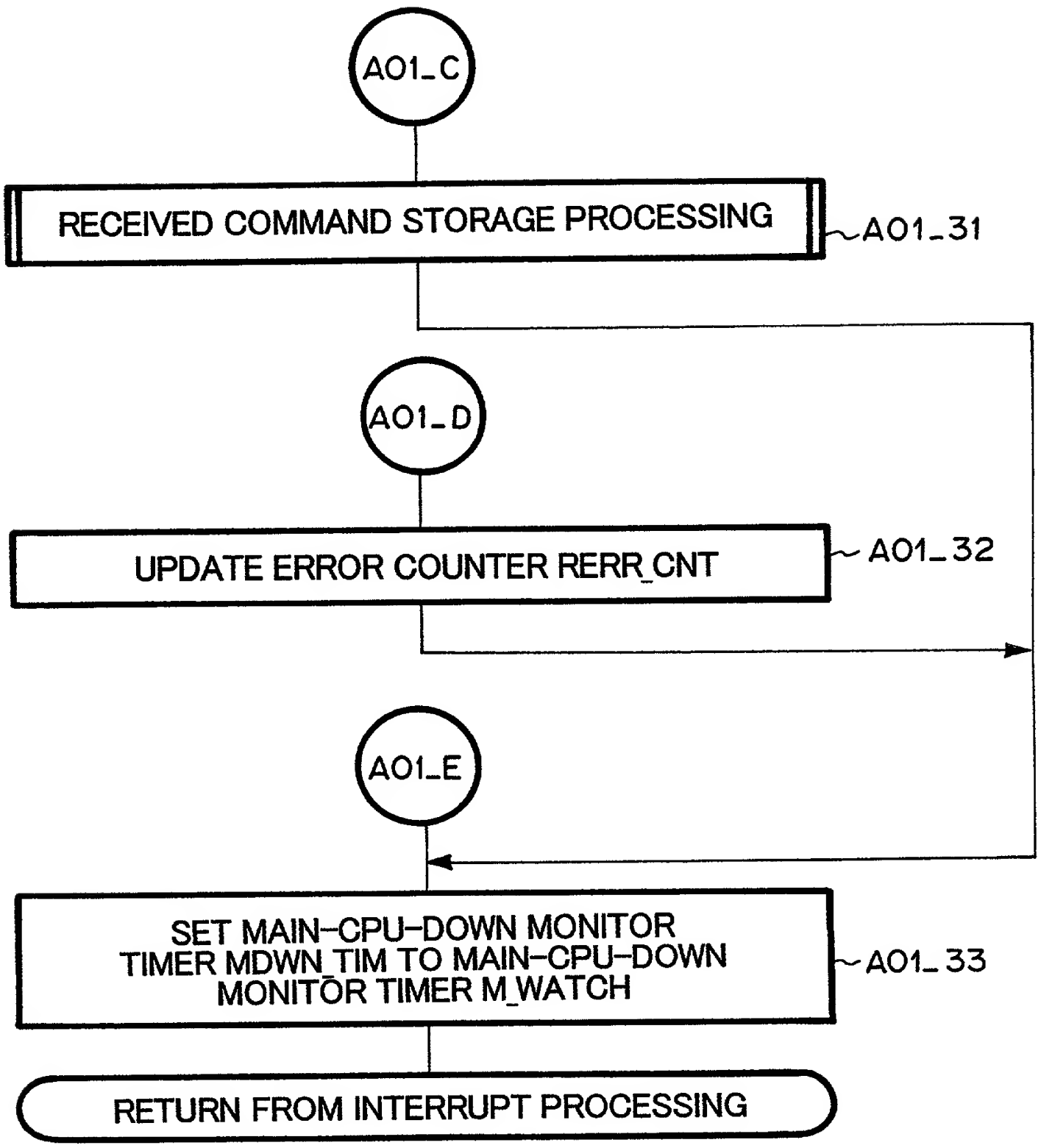

A01_C
RECEIVED COMMAND STORAGE PROCESSING
A01_31
A01_D
UPDATE ERROR COUNTER RERR_CNT
A01_32
A01_E
SET MAIN-CPU-DOWN MONITOR TIMER MDWN_TIM TO MAIN-CPU-DOWN MONITOR TIMER M_WATCH
A01_33
RETURN FROM INTERRUPT PROCESSING

FIG.183

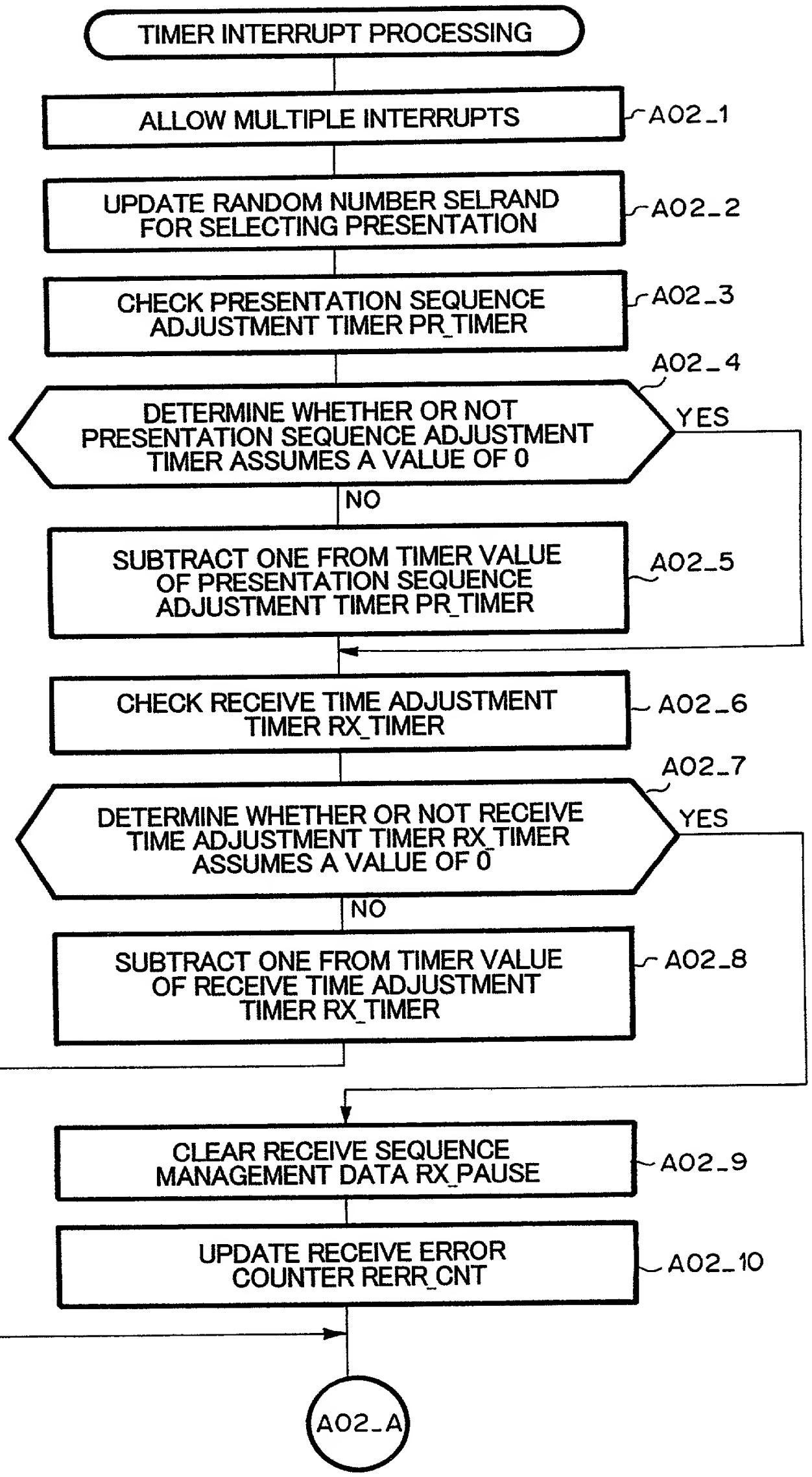

TIMER INTERRUPT PROCESSING
ALLOW MULTIPLE INTERRUPTS
A02_1
UPDATE RANDOM NUMBER SELRAND FOR SELECTING PRESENTATION
A02_2
CHECK PRESENTATION SEQUENCE ADJUSTMENT TIMER PR_TIMER
A02_3
A02_4
DETERMINE WHETHER OR NOT PRESENTATION SEQUENCE ADJUSTMENT TIMER ASSUMES A VALUE OF 0
YES
NO
SUBTRACT ONE FROM TIMER VALUE OF PRESENTATION SEQUENCE ADJUSTMENT TIMER PR_TIMER
A02_5
CHECK RECEIVE TIME ADJUSTMENT TIMER RX_TIMER
A02_6
A02_7
DETERMINE WHETHER OR NOT RECEIVE TIME ADJUSTMENT TIMER RX_TIMER ASSUMES A VALUE OF 0
YES
NO
SUBTRACT ONE FROM TIMER VALUE OF RECEIVE TIME ADJUSTMENT TIMER RX_TIMER
A02_8
CLEAR RECEIVE SEQUENCE MANAGEMENT DATA RX_PAUSE
A02_9
UPDATE RECEIVE ERROR COUNTER RERR_CNT
A02_10
A02_A

FIG.184

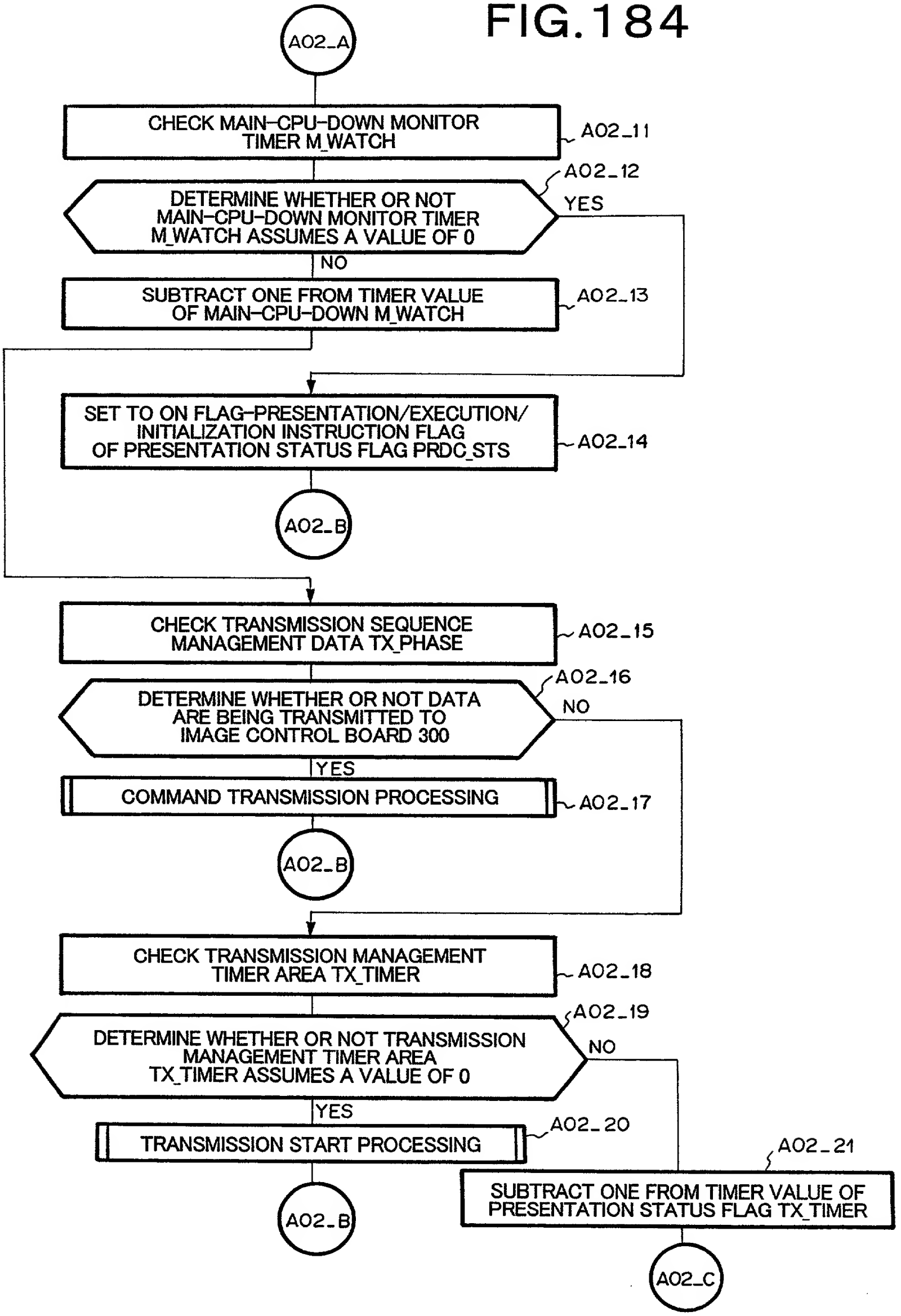

A02_A
CHECK MAIN-CPU-DOWN MONITOR TIMER M_WATCH
A02_11
A02_12
DETERMINE WHETHER OR NOT MAIN-CPU-DOWN MONITOR TIMER M_WATCH ASSUMES A VALUE OF 0
YES
NO
SUBTRACT ONE FROM TIMER VALUE OF MAIN-CPU-DOWN M_WATCH
A02_13
SET TO ON FLAG-PRESENTATION/EXECUTION/ INITIALIZATION INSTRUCTION FLAG OF PRESENTATION STATUS FLAG PRDC_STS
A02_14
A02_B
CHECK TRANSMISSION SEQUENCE MANAGEMENT DATA TX_PHASE
A02_15
A02_16
DETERMINE WHETHER OR NOT DATA ARE BEING TRANSMITTED TO IMAGE CONTROL BOARD 300
NO
YES
COMMAND TRANSMISSION PROCESSING
A02_17
A02_B
CHECK TRANSMISSION MANAGEMENT TIMER AREA TX_TIMER
A02_18
A02_19
DETERMINE WHETHER OR NOT TRANSMISSION MANAGEMENT TIMER AREA TX_TIMER ASSUMES A VALUE OF 0
NO
YES
TRANSMISSION START PROCESSING
A02_20
A02_B
A02_21
SUBTRACT ONE FROM TIMER VALUE OF PRESENTATION STATUS FLAG TX_TIMER
A02_C

FIG.185

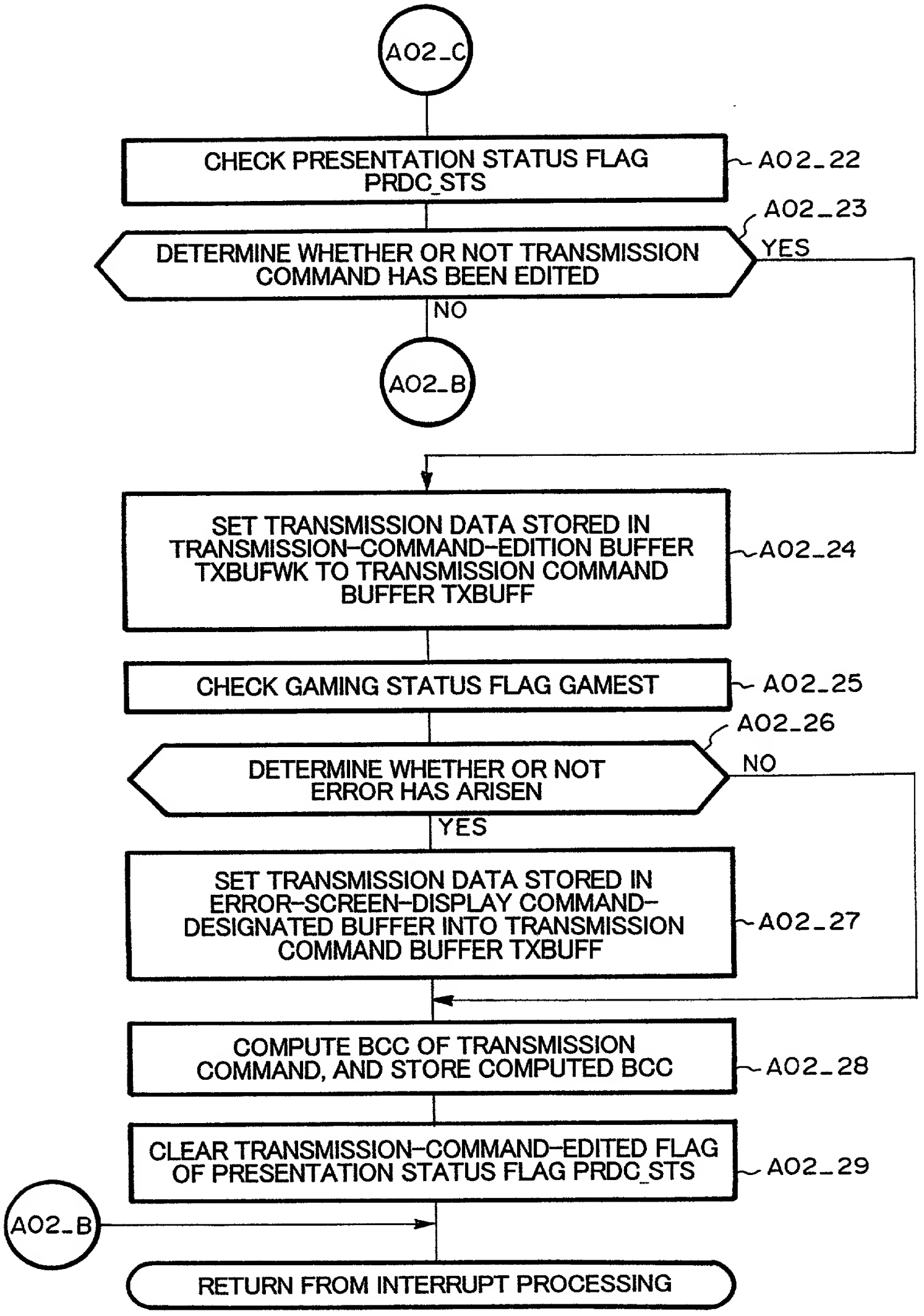

A02_C
CHECK PRESENTATION STATUS FLAG PRDC_STS
A02_22
A02_23
DETERMINE WHETHER OR NOT TRANSMISSION COMMAND HAS BEEN EDITED
YES
NO
A02_B
SET TRANSMISSION DATA STORED IN TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK TO TRANSMISSION COMMAND BUFFER TXBUFF
A02_24
CHECK GAMING STATUS FLAG GAMEST
A02_25
A02_26
DETERMINE WHETHER OR NOT ERROR HAS ARISEN
NO
YES
SET TRANSMISSION DATA STORED IN ERROR-SCREEN-DISPLAY COMMAND-DESIGNATED BUFFER INTO TRANSMISSION COMMAND BUFFER TXBUFF
A02_27
COMPUTE BCC OF TRANSMISSION COMMAND, AND STORE COMPUTED BCC
A02_28
CLEAR TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS
A02_29
A02_B
RETURN FROM INTERRUPT PROCESSING

FIG.186

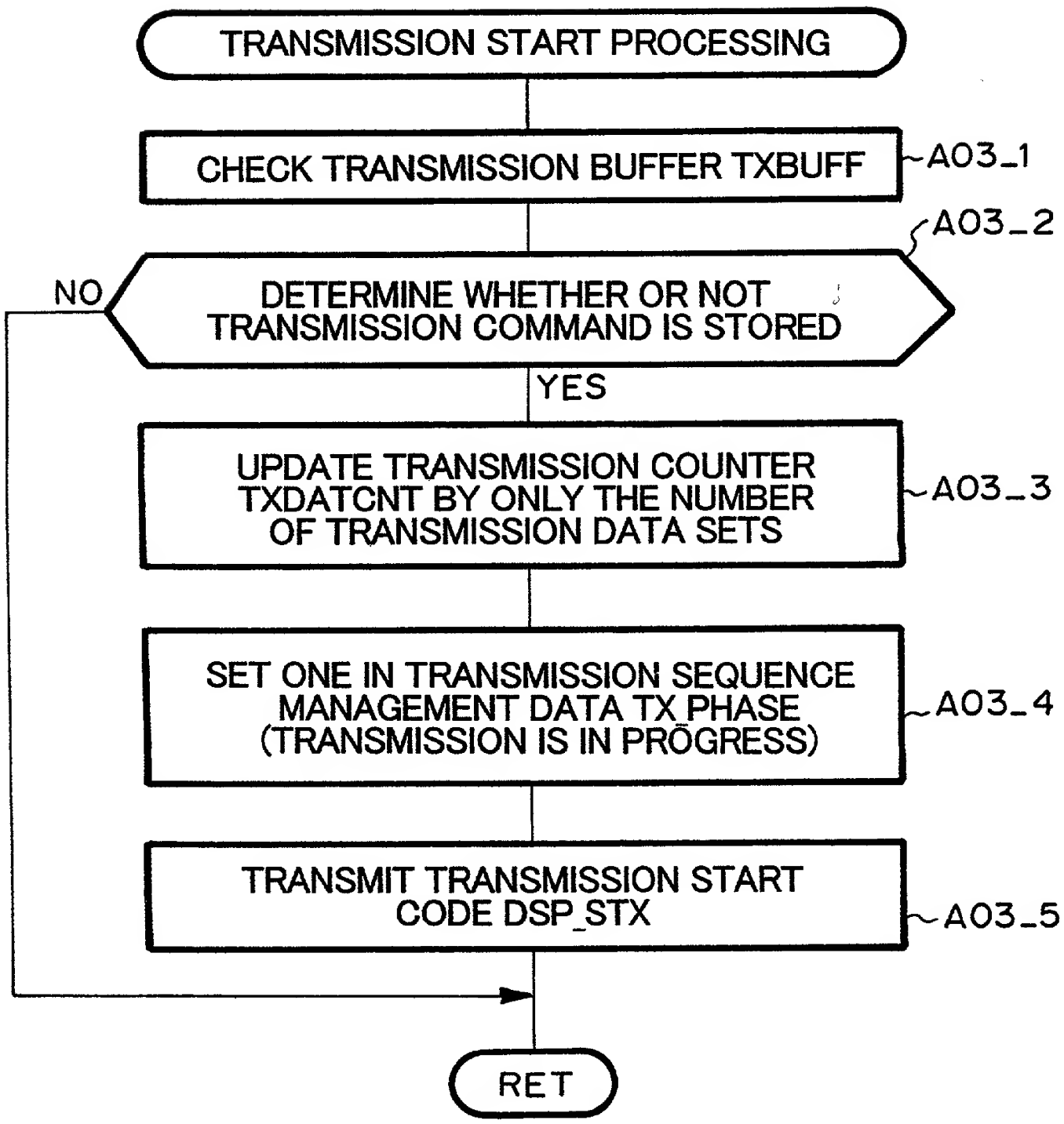

TRANSMISSION START PROCESSING
CHECK TRANSMISSION BUFFER TXBUFF
A03_1
A03_2
NO
DETERMINE WHETHER OR NOT TRANSMISSION COMMAND IS STORED
YES
UPDATE TRANSMISSION COUNTER TXDATCNT BY ONLY THE NUMBER OF TRANSMISSION DATA SETS
A03_3
SET ONE IN TRANSMISSION SEQUENCE MANAGEMENT DATA TX_PHASE (TRANSMISSION IS IN PROGRESS)
A03_4
TRANSMIT TRANSMISSION START CODE DSP_STX
A03_5
RET

FIG.187

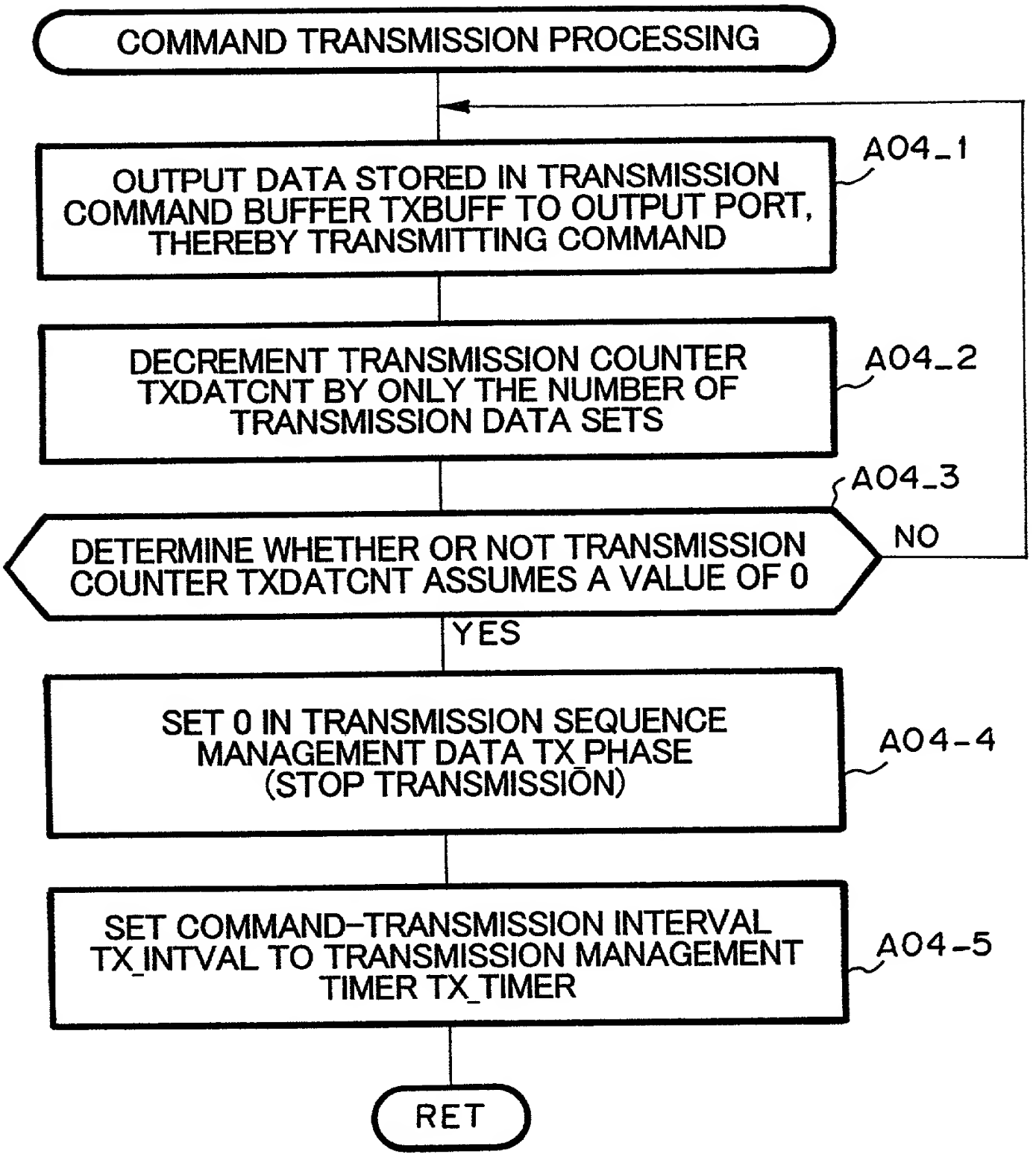

COMMAND TRANSMISSION PROCESSING
OUTPUT DATA STORED IN TRANSMISSION COMMAND BUFFER TXBUFF TO OUTPUT PORT, THEREBY TRANSMITTING COMMAND
A04_1
DECREMENT TRANSMISSION COUNTER TXDATCNT BY ONLY THE NUMBER OF TRANSMISSION DATA SETS
A04_2
A04_3
DETERMINE WHETHER OR NOT TRANSMISSION COUNTER TXDATCNT ASSUMES A VALUE OF 0
NO
YES
SET 0 IN TRANSMISSION SEQUENCE MANAGEMENT DATA TX_PHASE (STOP TRANSMISSION)
A04-4
SET COMMAND-TRANSMISSION INTERVAL TX_INTVAL TO TRANSMISSION MANAGEMENT TIMER TX_TIMER
A04-5
RET

FIG.188

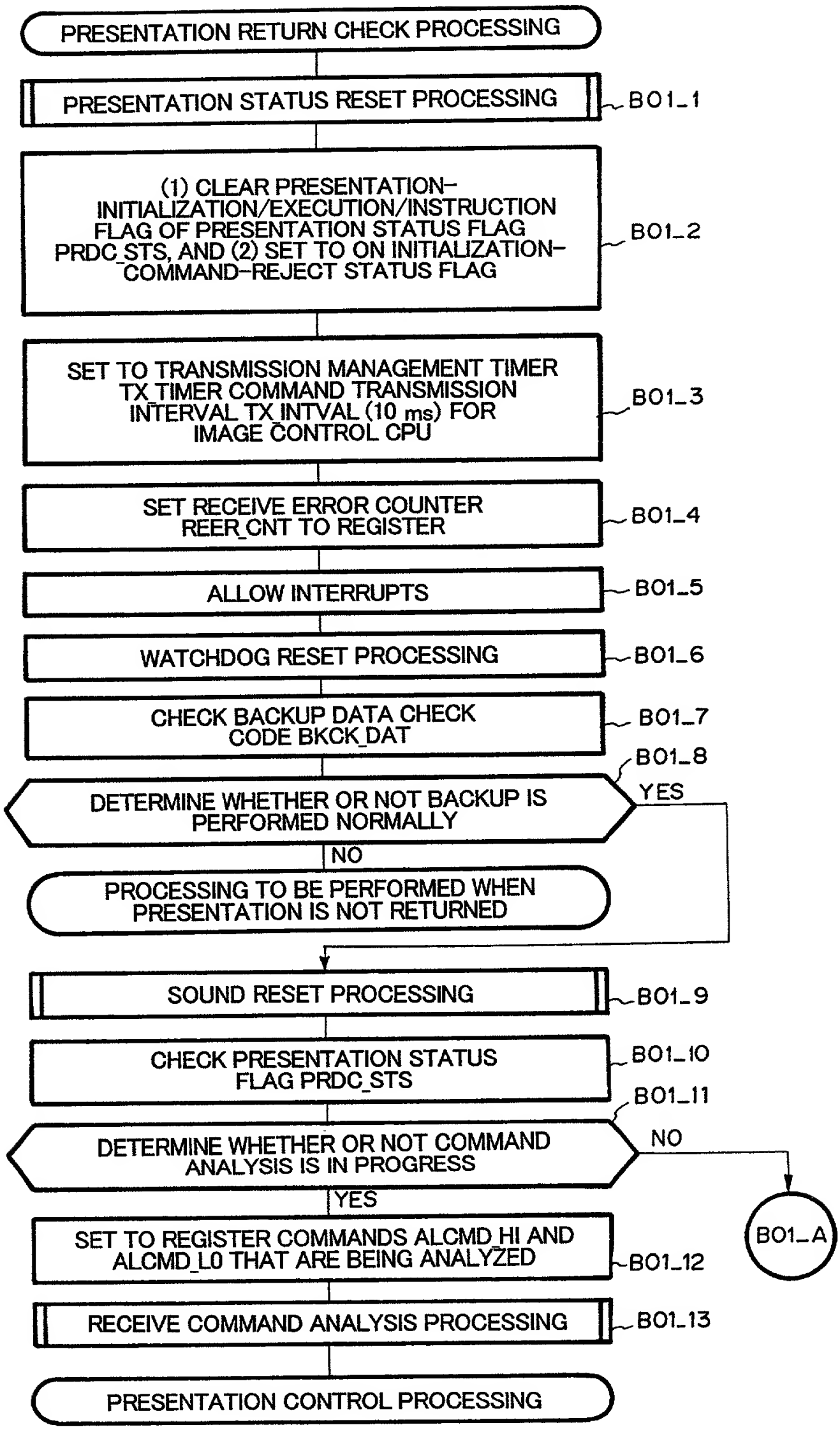

PRESENTATION RETURN CHECK PROCESSING
PRESENTATION STATUS RESET PROCESSING
B01_1
(1) CLEAR PRESENTATION-INITIALIZATION/EXECUTION/INSTRUCTION FLAG OF PRESENTATION STATUS FLAG PRDC_STS, AND (2) SET TO ON INITIALIZATION-COMMAND-REJECT STATUS FLAG
B01_2
SET TO TRANSMISSION MANAGEMENT TIMER TX_TIMER COMMAND TRANSMISSION INTERVAL TX_INTVAL (10 ms) FOR IMAGE CONTROL CPU
B01_3
SET RECEIVE ERROR COUNTER REER_CNT TO REGISTER
B01_4
ALLOW INTERRUPTS
B01_5
WATCHDOG RESET PROCESSING
B01_6
CHECK BACKUP DATA CHECK CODE BKCK_DAT
B01_7
B01_8
DETERMINE WHETHER OR NOT BACKUP IS PERFORMED NORMALLY
YES
NO
PROCESSING TO BE PERFORMED WHEN PRESENTATION IS NOT RETURNED
SOUND RESET PROCESSING
B01_9
CHECK PRESENTATION STATUS FLAG PRDC_STS
B01_10
B01_11
DETERMINE WHETHER OR NOT COMMAND ANALYSIS IS IN PROGRESS
NO
YES
B01_A
SET TO REGISTER COMMANDS ALCMD_HI AND ALCMD_L0 THAT ARE BEING ANALYZED
B01_12
RECEIVE COMMAND ANALYSIS PROCESSING
B01_13
PRESENTATION CONTROL PROCESSING

FIG.189

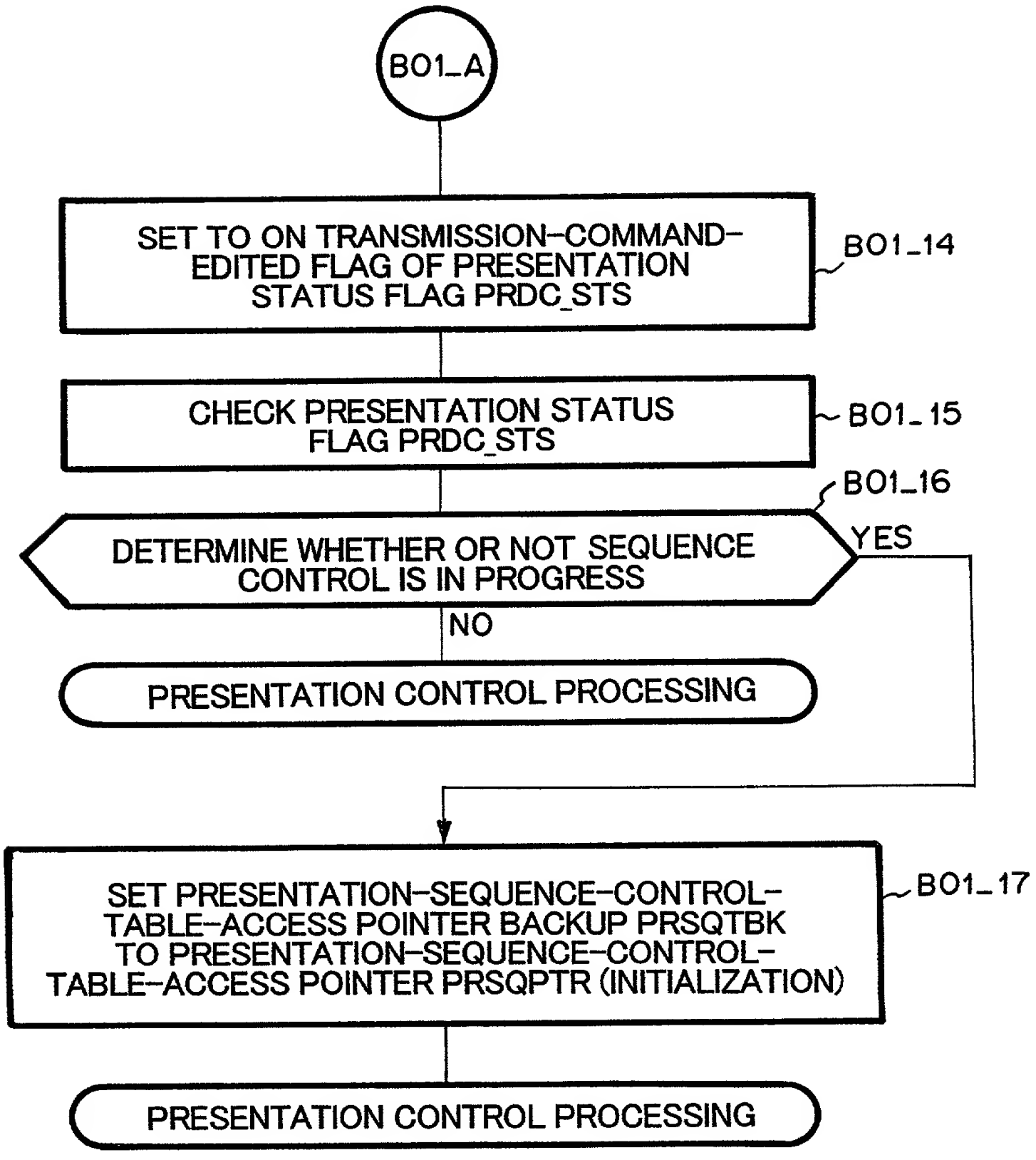

B01_A
SET TO ON TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS
B01_14
CHECK PRESENTATION STATUS FLAG PRDC_STS
B01_15
B01_16
DETERMINE WHETHER OR NOT SEQUENCE CONTROL IS IN PROGRESS
YES
NO
PRESENTATION CONTROL PROCESSING
SET PRESENTATION-SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP PRSQTBK TO PRESENTATION-SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR (INITIALIZATION)
B01_17
PRESENTATION CONTROL PROCESSING

FIG.190

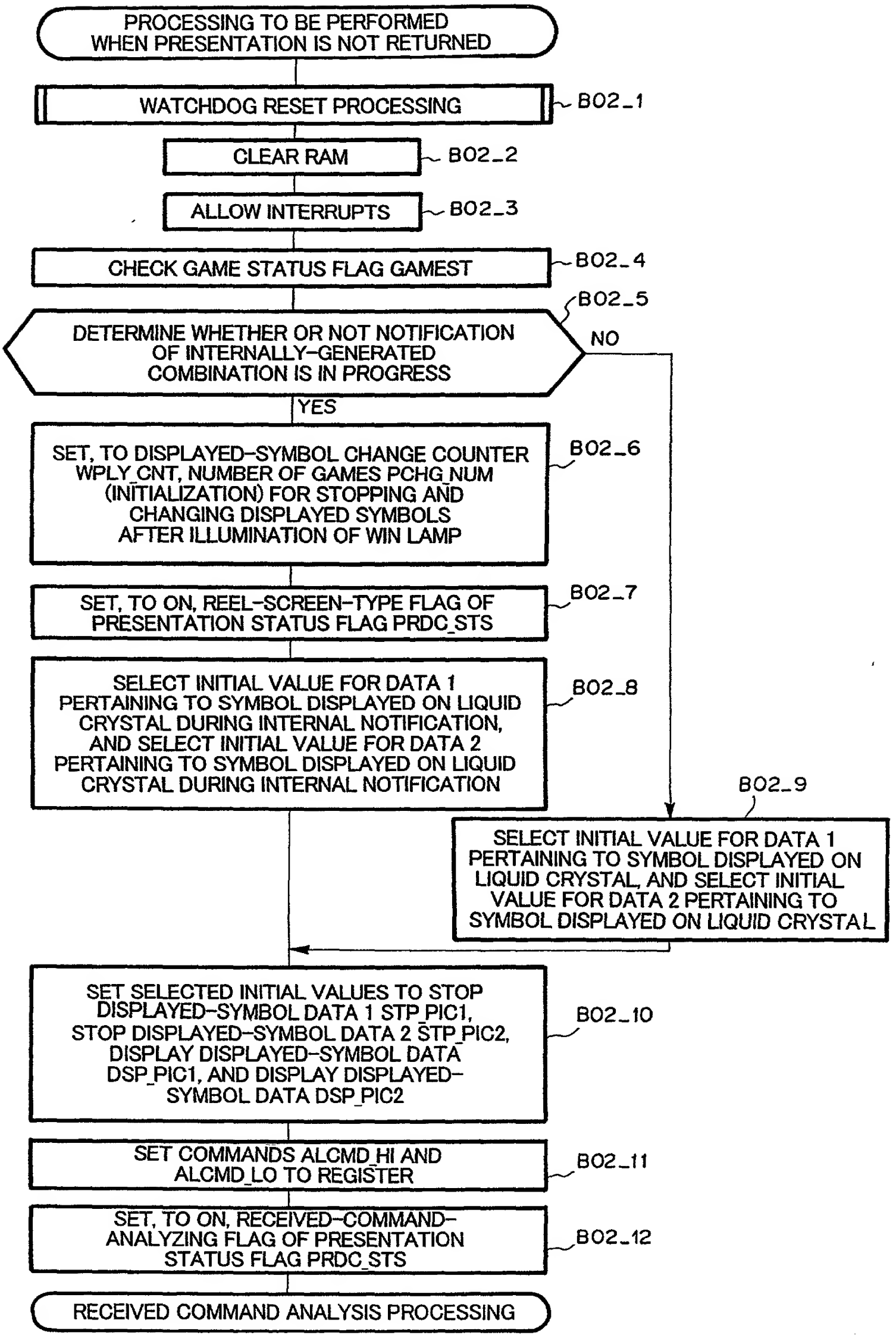

PROCESSING TO BE PERFORMED WHEN PRESENTATION IS NOT RETURNED
WATCHDOG RESET PROCESSING
B02_1
CLEAR RAM
B02_2
ALLOW INTERRUPTS
B02_3
CHECK GAME STATUS FLAG GAMEST
B02_4
B02_5
DETERMINE WHETHER OR NOT NOTIFICATION OF INTERNALLY-GENERATED COMBINATION IS IN PROGRESS
NO
YES
SET, TO DISPLAYED-SYMBOL CHANGE COUNTER WPLY_CNT, NUMBER OF GAMES PCHG_NUM (INITIALIZATION) FOR STOPPING AND CHANGING DISPLAYED SYMBOLS AFTER ILLUMINATION OF WIN LAMP
B02_6
SET, TO ON, REEL-SCREEN-TYPE FLAG OF PRESENTATION STATUS FLAG PRDC_STS
B02_7
SELECT INITIAL VALUE FOR DATA 1 PERTAINING TO SYMBOL DISPLAYED ON LIQUID CRYSTAL DURING INTERNAL NOTIFICATION, AND SELECT INITIAL VALUE FOR DATA 2 PERTAINING TO SYMBOL DISPLAYED ON LIQUID CRYSTAL DURING INTERNAL NOTIFICATION
B02_8
B02_9
SELECT INITIAL VALUE FOR DATA 1 PERTAINING TO SYMBOL DISPLAYED ON LIQUID CRYSTAL, AND SELECT INITIAL VALUE FOR DATA 2 PERTAINING TO SYMBOL DISPLAYED ON LIQUID CRYSTAL
SET SELECTED INITIAL VALUES TO STOP DISPLAYED-SYMBOL DATA 1 STP_PIC1, STOP DISPLAYED-SYMBOL DATA 2 STP_PIC2, DISPLAY DISPLAYED-SYMBOL DATA DSP_PIC1, AND DISPLAY DISPLAYED-SYMBOL DATA DSP_PIC2
B02_10
SET COMMANDS ALCMD_HI AND ALCMD_LO TO REGISTER
B02_11
SET, TO ON, RECEIVED-COMMAND-ANALYZING FLAG OF PRESENTATION STATUS FLAG PRDC_STS
B02_12
RECEIVED COMMAND ANALYSIS PROCESSING

FIG.191

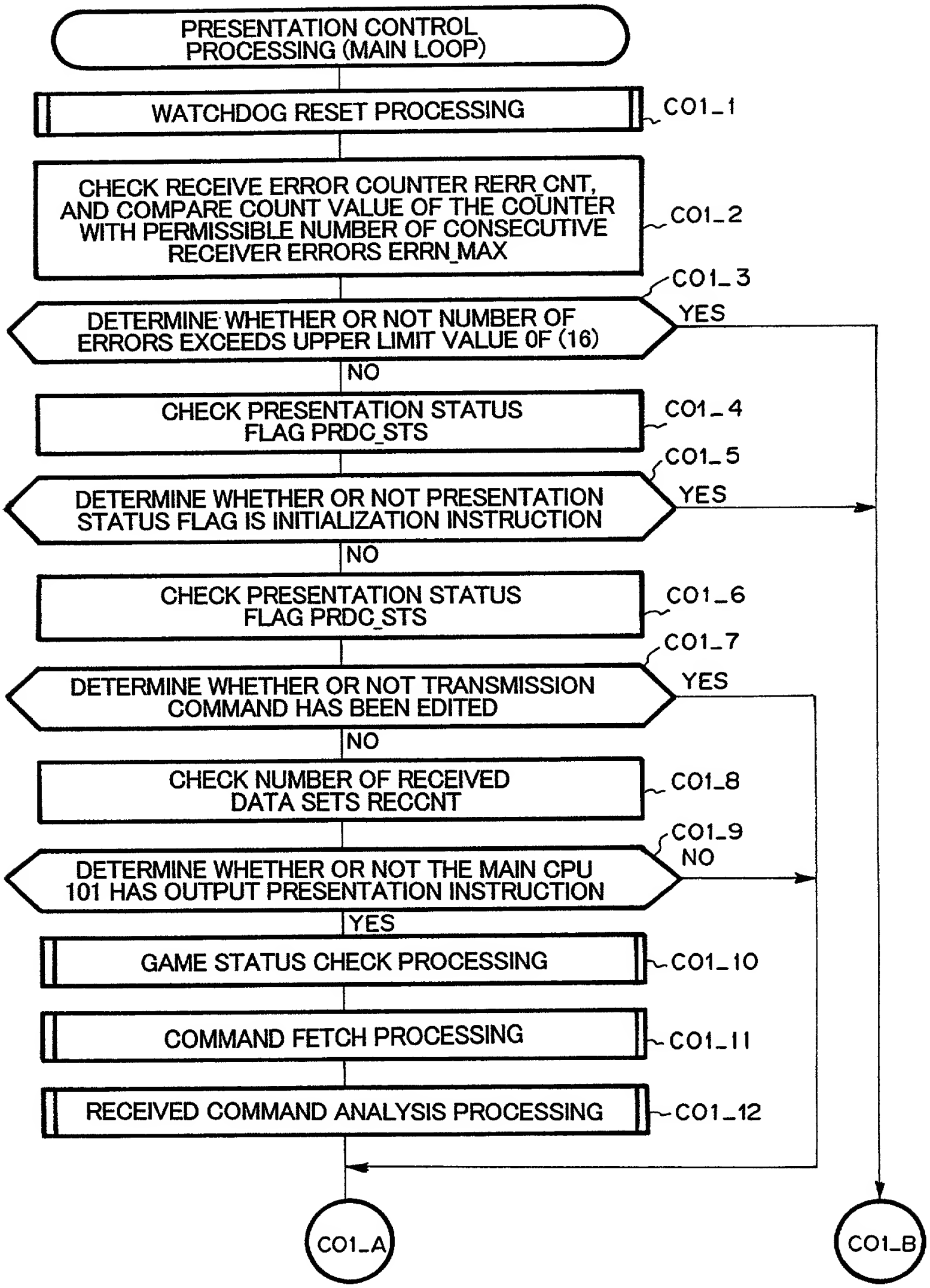

PRESENTATION CONTROL PROCESSING (MAIN LOOP)
WATCHDOG RESET PROCESSING
C01_1
CHECK RECEIVE ERROR COUNTER RERR_CNT, AND COMPARE COUNT VALUE OF THE COUNTER WITH PERMISSIBLE NUMBER OF CONSECUTIVE RECEIVER ERRORS ERRN_MAX
C01_2
C01_3
DETERMINE WHETHER OR NOT NUMBER OF ERRORS EXCEEDS UPPER LIMIT VALUE 0F (16)
YES
NO
CHECK PRESENTATION STATUS FLAG PRDC_STS
C01_4
C01_5
DETERMINE WHETHER OR NOT PRESENTATION STATUS FLAG IS INITIALIZATION INSTRUCTION
YES
NO
CHECK PRESENTATION STATUS FLAG PRDC_STS
C01_6
C01_7
DETERMINE WHETHER OR NOT TRANSMISSION COMMAND HAS BEEN EDITED
YES
NO
CHECK NUMBER OF RECEIVED DATA SETS RECCNT
C01_8
C01_9
DETERMINE WHETHER OR NOT THE MAIN CPU 101 HAS OUTPUT PRESENTATION INSTRUCTION
NO
YES
GAME STATUS CHECK PROCESSING
C01_10
COMMAND FETCH PROCESSING
C01_11
RECEIVED COMMAND ANALYSIS PROCESSING
C01_12
C01_A
C01_B

FIG.192A

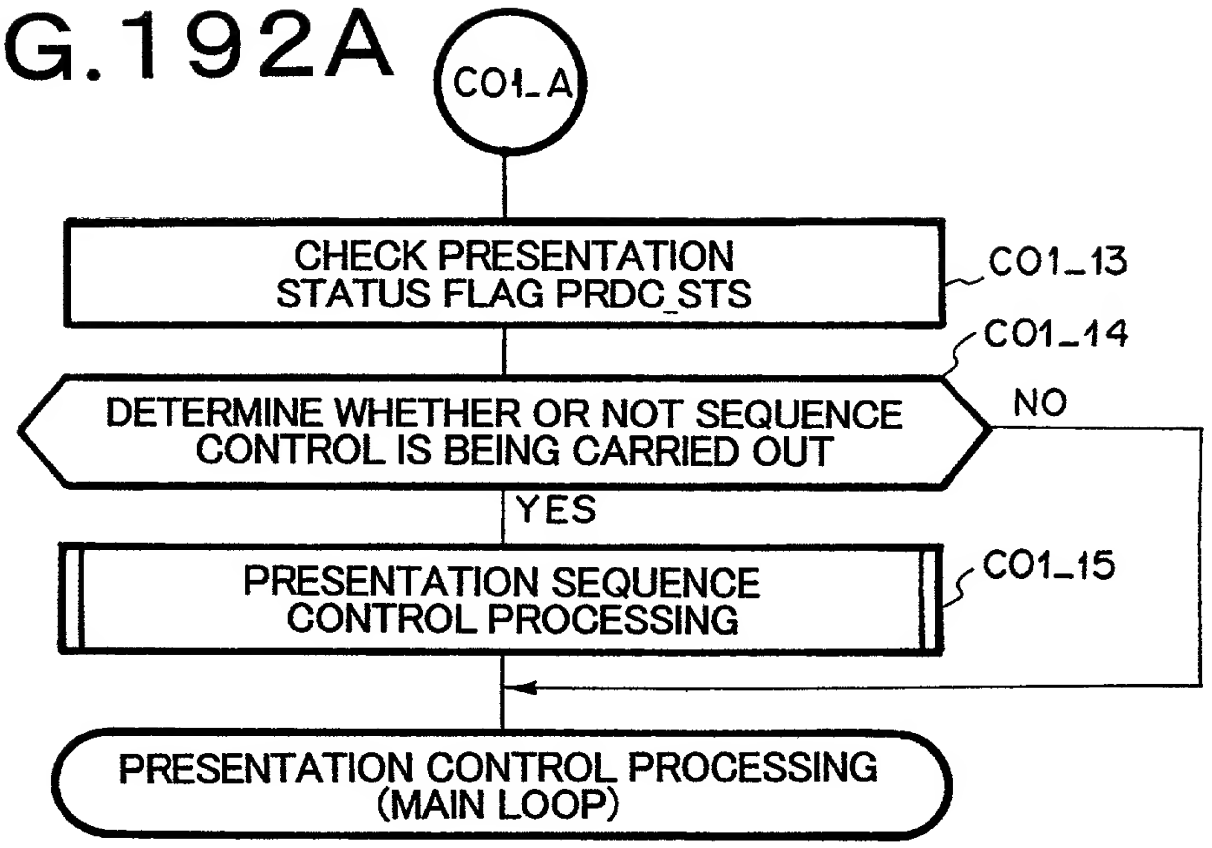


FIG.192B

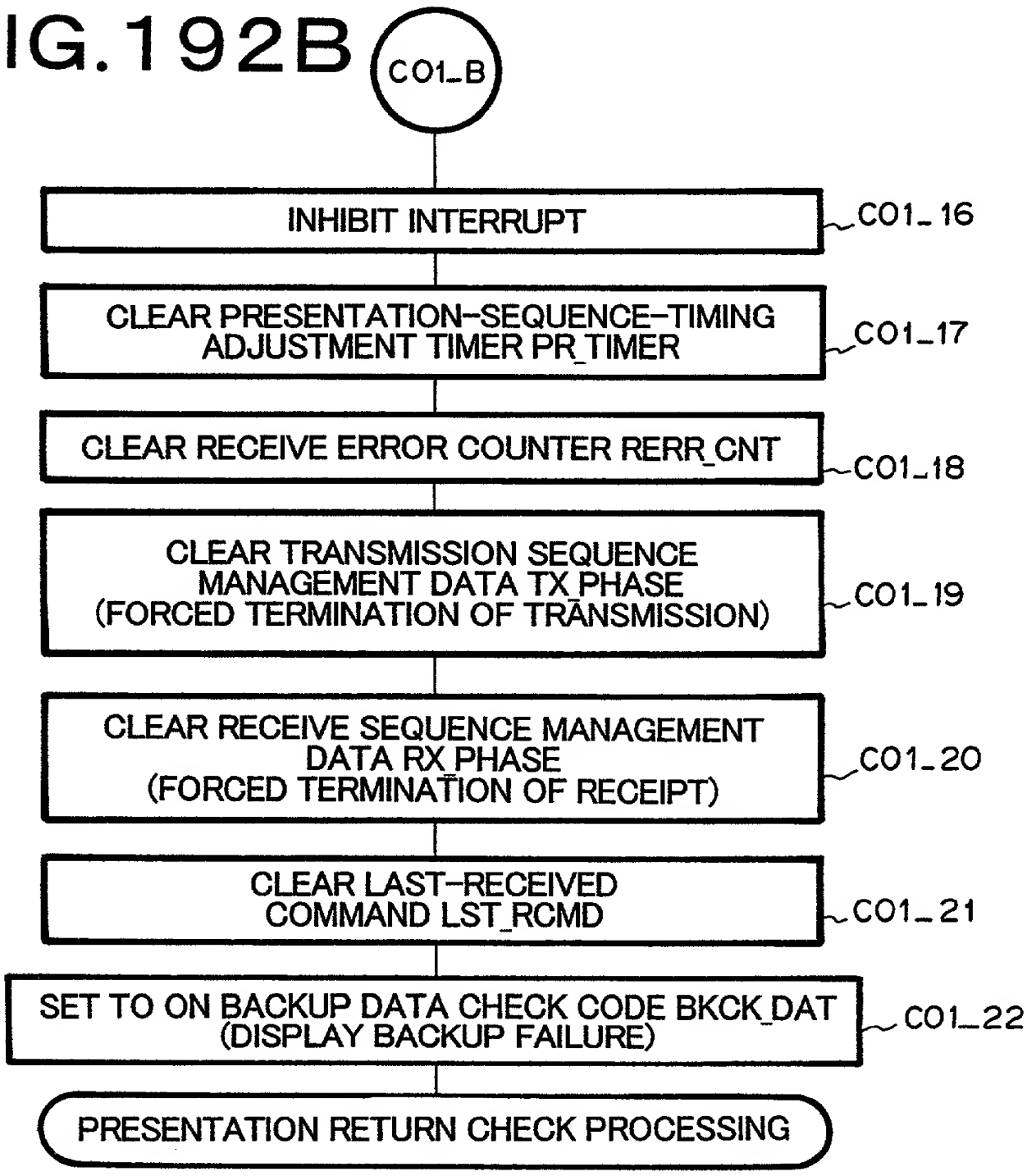


FIG.193

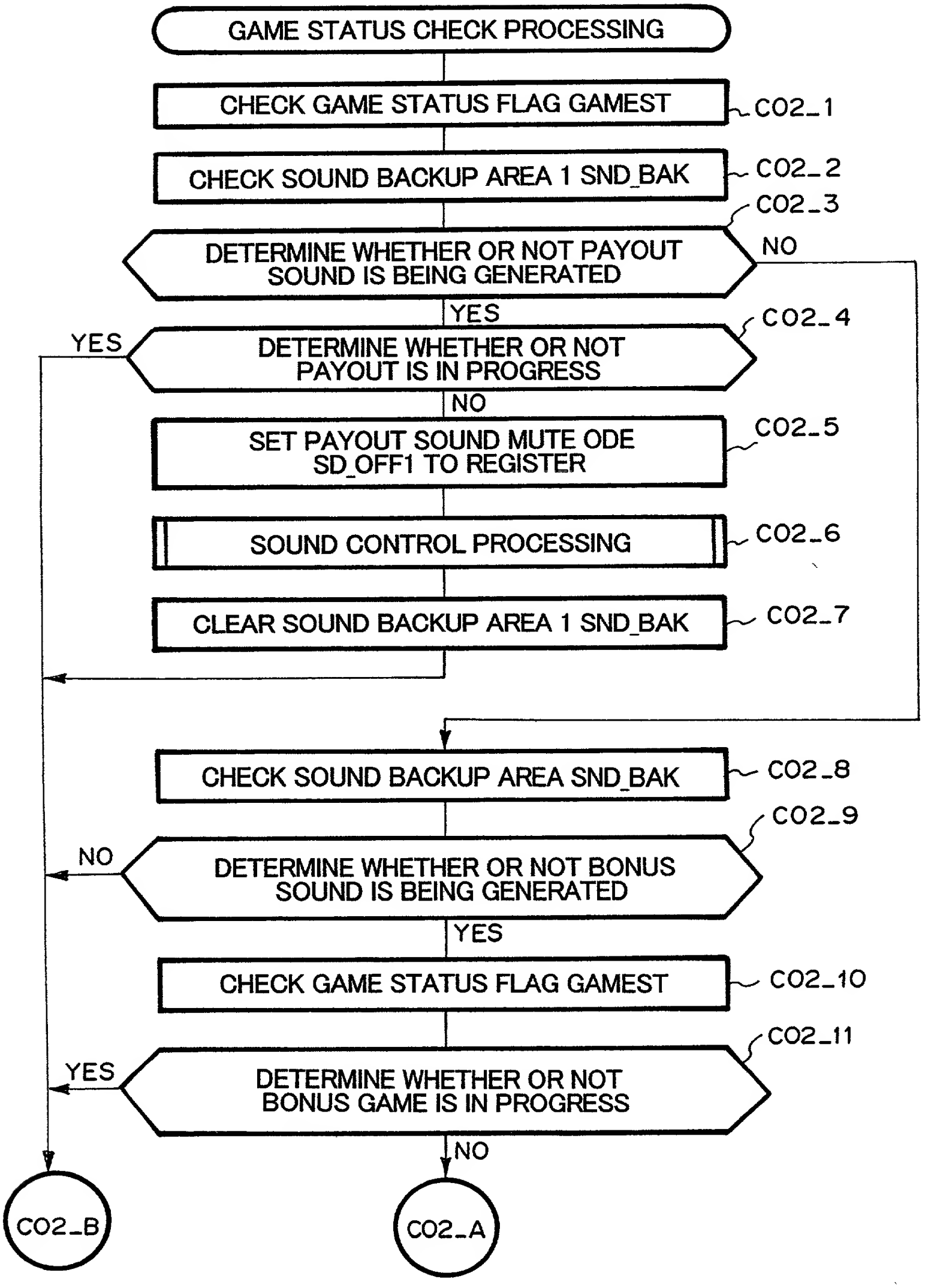

GAME STATUS CHECK PROCESSING
CHECK GAME STATUS FLAG GAMEST
C02_1
CHECK SOUND BACKUP AREA 1 SND_BAK
C02_2
C02_3
DETERMINE WHETHER OR NOT PAYOUT SOUND IS BEING GENERATED
NO
YES
C02_4
YES
DETERMINE WHETHER OR NOT PAYOUT IS IN PROGRESS
NO
SET PAYOUT SOUND MUTE ODE SD_OFF1 TO REGISTER
C02_5
SOUND CONTROL PROCESSING
C02_6
CLEAR SOUND BACKUP AREA 1 SND_BAK
C02_7
CHECK SOUND BACKUP AREA SND_BAK
C02_8
C02_9
NO
DETERMINE WHETHER OR NOT BONUS SOUND IS BEING GENERATED
YES
CHECK GAME STATUS FLAG GAMEST
C02_10
C02_11
YES
DETERMINE WHETHER OR NOT BONUS GAME IS IN PROGRESS
NO
C02_B
C02_A

FIG.194

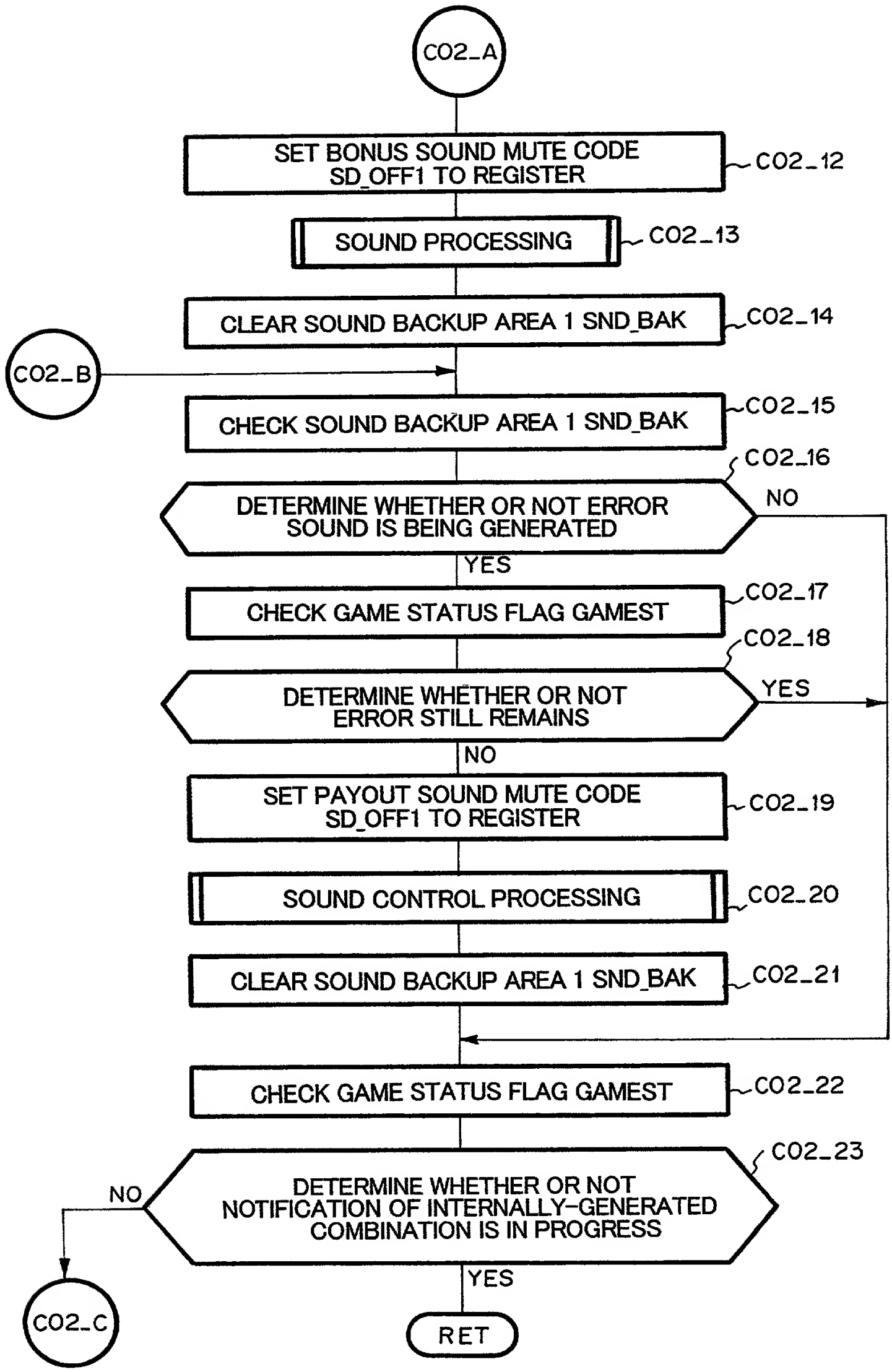

C02_A
SET BONUS SOUND MUTE CODE SD_OFF1 TO REGISTER
C02_12
SOUND PROCESSING
C02_13
CLEAR SOUND BACKUP AREA 1 SND_BAK
C02_14
C02_B
CHECK SOUND BACKUP AREA 1 SND_BAK
C02_15
C02_16
DETERMINE WHETHER OR NOT ERROR SOUND IS BEING GENERATED
NO
YES
CHECK GAME STATUS FLAG GAMEST
C02_17
C02_18
DETERMINE WHETHER OR NOT ERROR STILL REMAINS
YES
NO
SET PAYOUT SOUND MUTE CODE SD_OFF1 TO REGISTER
C02_19
SOUND CONTROL PROCESSING
C02_20
CLEAR SOUND BACKUP AREA 1 SND_BAK
C02_21
CHECK GAME STATUS FLAG GAMEST
C02_22
C02_23
DETERMINE WHETHER OR NOT NOTIFICATION OF INTERNALLY-GENERATED COMBINATION IS IN PROGRESS
NO
YES
C02_C
RET

FIG.195

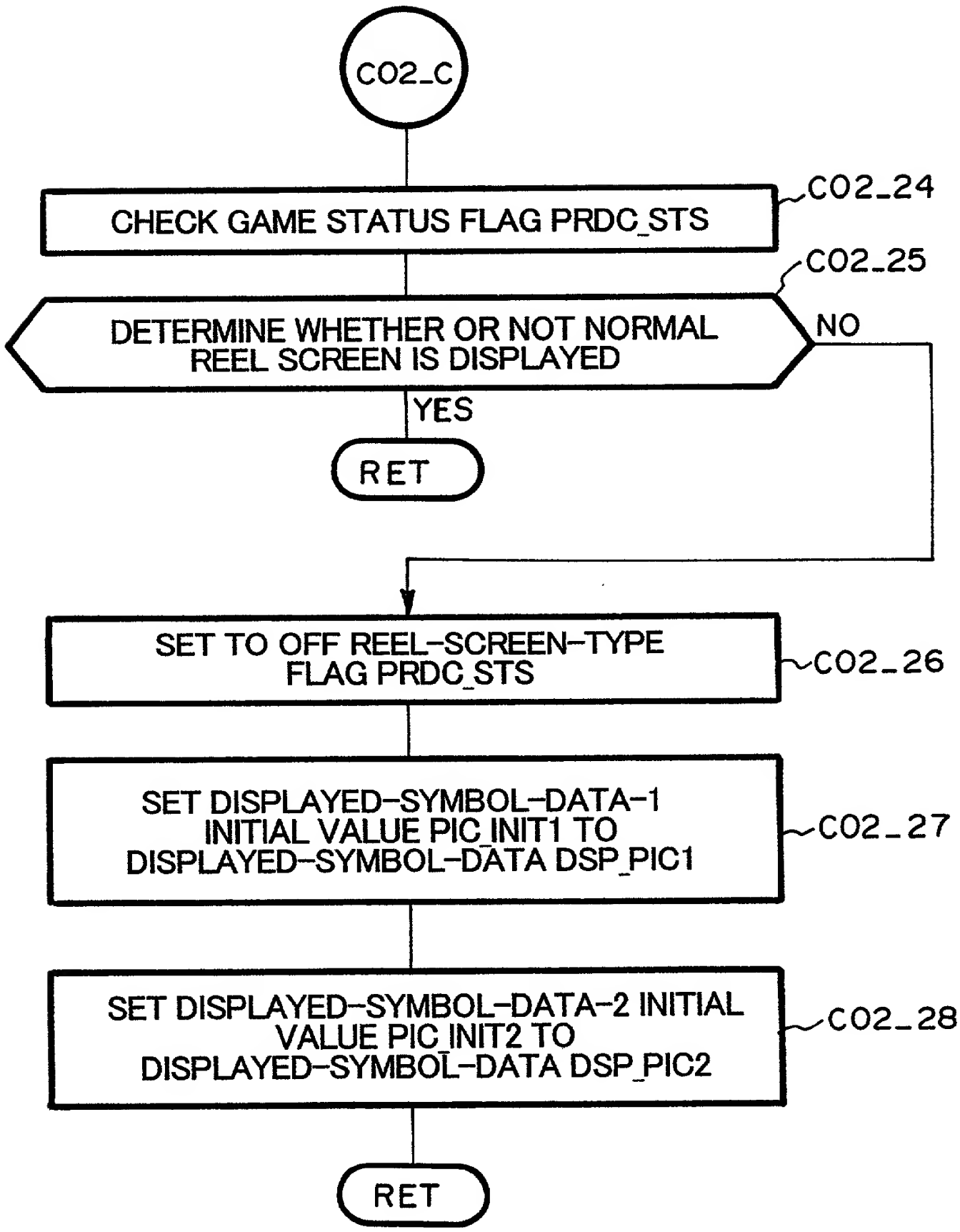

C02_C
CHECK GAME STATUS FLAG PRDC_STS
C02_24
C02_25
DETERMINE WHETHER OR NOT NORMAL REEL SCREEN IS DISPLAYED
NO
YES
RET
SET TO OFF REEL-SCREEN-TYPE FLAG PRDC_STS
C02_26
SET DISPLAYED-SYMBOL-DATA-1 INITIAL VALUE PIC_INIT1 TO DISPLAYED-SYMBOL-DATA DSP_PIC1
C02_27
SET DISPLAYED-SYMBOL-DATA-2 INITIAL VALUE PIC_INIT2 TO DISPLAYED-SYMBOL-DATA DSP_PIC2
C02_28
RET

FIG.196

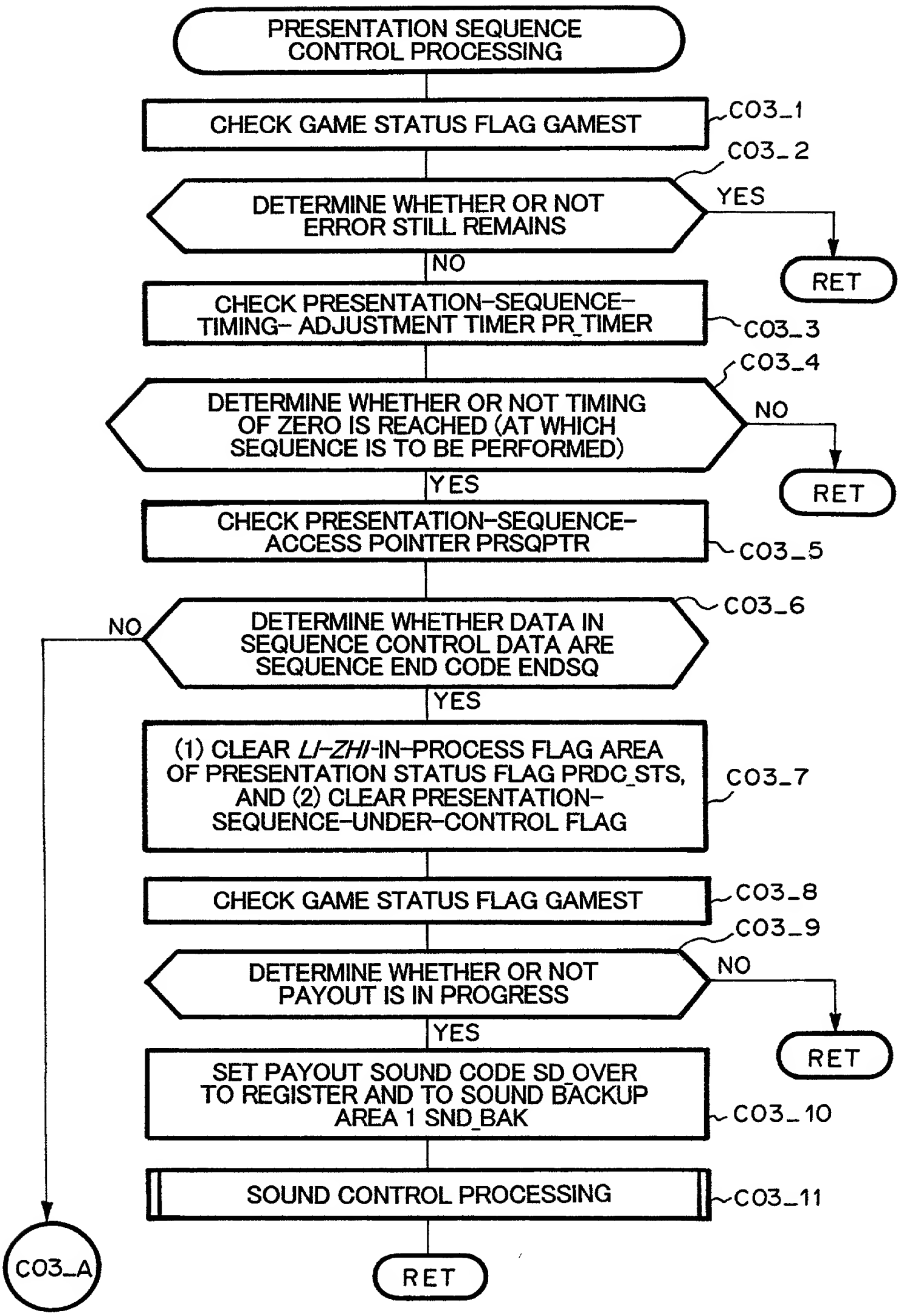

PRESENTATION SEQUENCE CONTROL PROCESSING
CHECK GAME STATUS FLAG GAMEST
C03_1
C03_2
DETERMINE WHETHER OR NOT ERROR STILL REMAINS
YES
RET
NO
CHECK PRESENTATION-SEQUENCE-TIMING- ADJUSTMENT TIMER PR_TIMER
C03_3
C03_4
DETERMINE WHETHER OR NOT TIMING OF ZERO IS REACHED (AT WHICH SEQUENCE IS TO BE PERFORMED)
NO
RET
YES
CHECK PRESENTATION-SEQUENCE-ACCESS POINTER PRSQPTR
C03_5
C03_6
NO
DETERMINE WHETHER DATA IN SEQUENCE CONTROL DATA ARE SEQUENCE END CODE ENDSQ
YES
(1) CLEAR LI-ZHI-IN-PROCESS FLAG AREA OF PRESENTATION STATUS FLAG PRDC_STS, AND (2) CLEAR PRESENTATION-SEQUENCE-UNDER-CONTROL FLAG
C03_7
CHECK GAME STATUS FLAG GAMEST
C03_8
C03_9
DETERMINE WHETHER OR NOT PAYOUT IS IN PROGRESS
NO
RET
YES
SET PAYOUT SOUND CODE SD_OVER TO REGISTER AND TO SOUND BACKUP AREA 1 SND_BAK
C03_10
SOUND CONTROL PROCESSING
C03_11
RET
C03_A

FIG.197

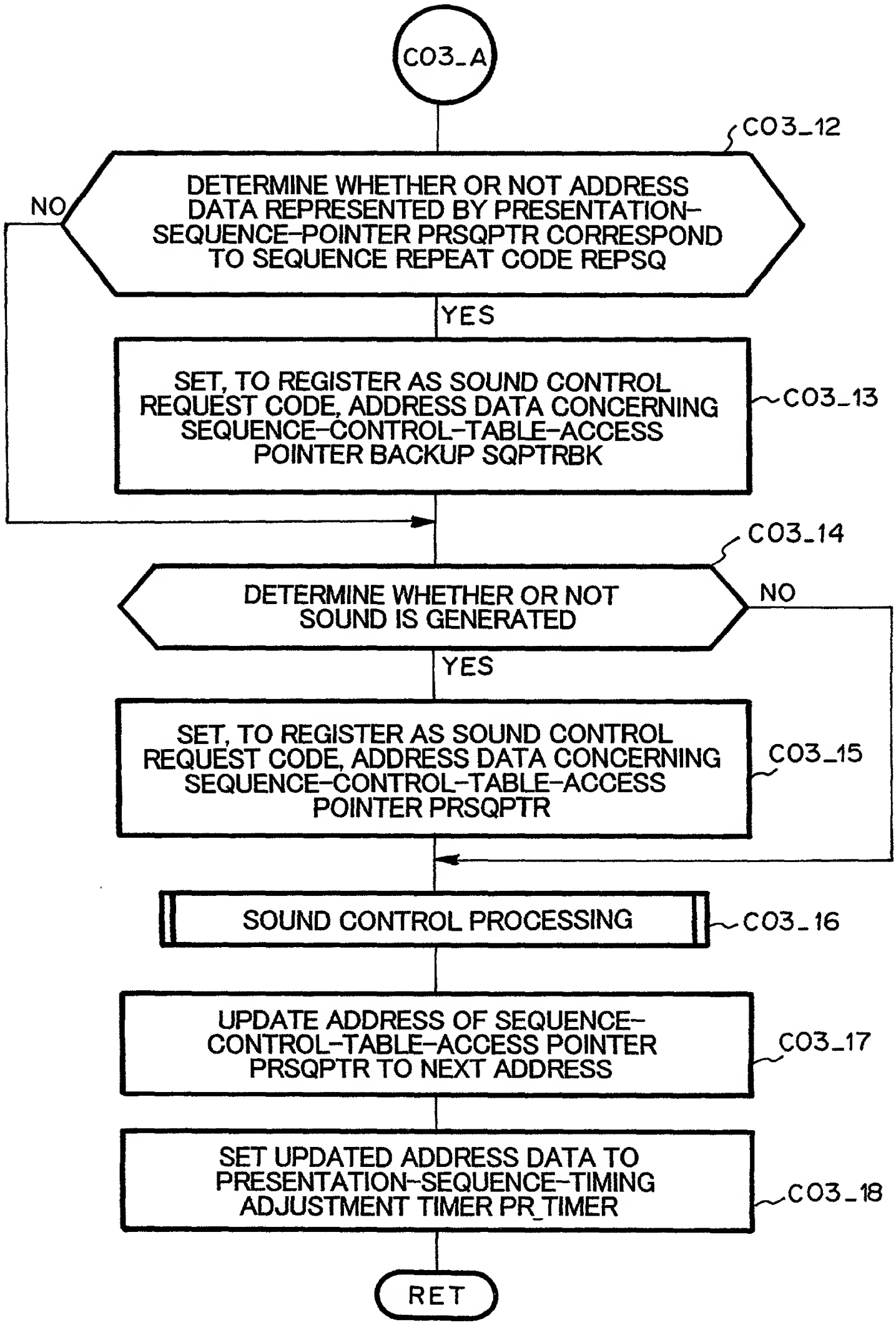

C03_A
C03_12
DETERMINE WHETHER OR NOT ADDRESS DATA REPRESENTED BY PRESENTATION-SEQUENCE-POINTER PRSQPTR CORRESPOND TO SEQUENCE REPEAT CODE REPSQ
NO
YES
SET, TO REGISTER AS SOUND CONTROL REQUEST CODE, ADDRESS DATA CONCERNING SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP SQPTRBK
C03_13
C03_14
DETERMINE WHETHER OR NOT SOUND IS GENERATED
NO
YES
SET, TO REGISTER AS SOUND CONTROL REQUEST CODE, ADDRESS DATA CONCERNING SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR
C03_15
SOUND CONTROL PROCESSING
C03_16
UPDATE ADDRESS OF SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR TO NEXT ADDRESS
C03_17
SET UPDATED ADDRESS DATA TO PRESENTATION-SEQUENCE-TIMING ADJUSTMENT TIMER PR_TIMER
C03_18
RET

FIG.198

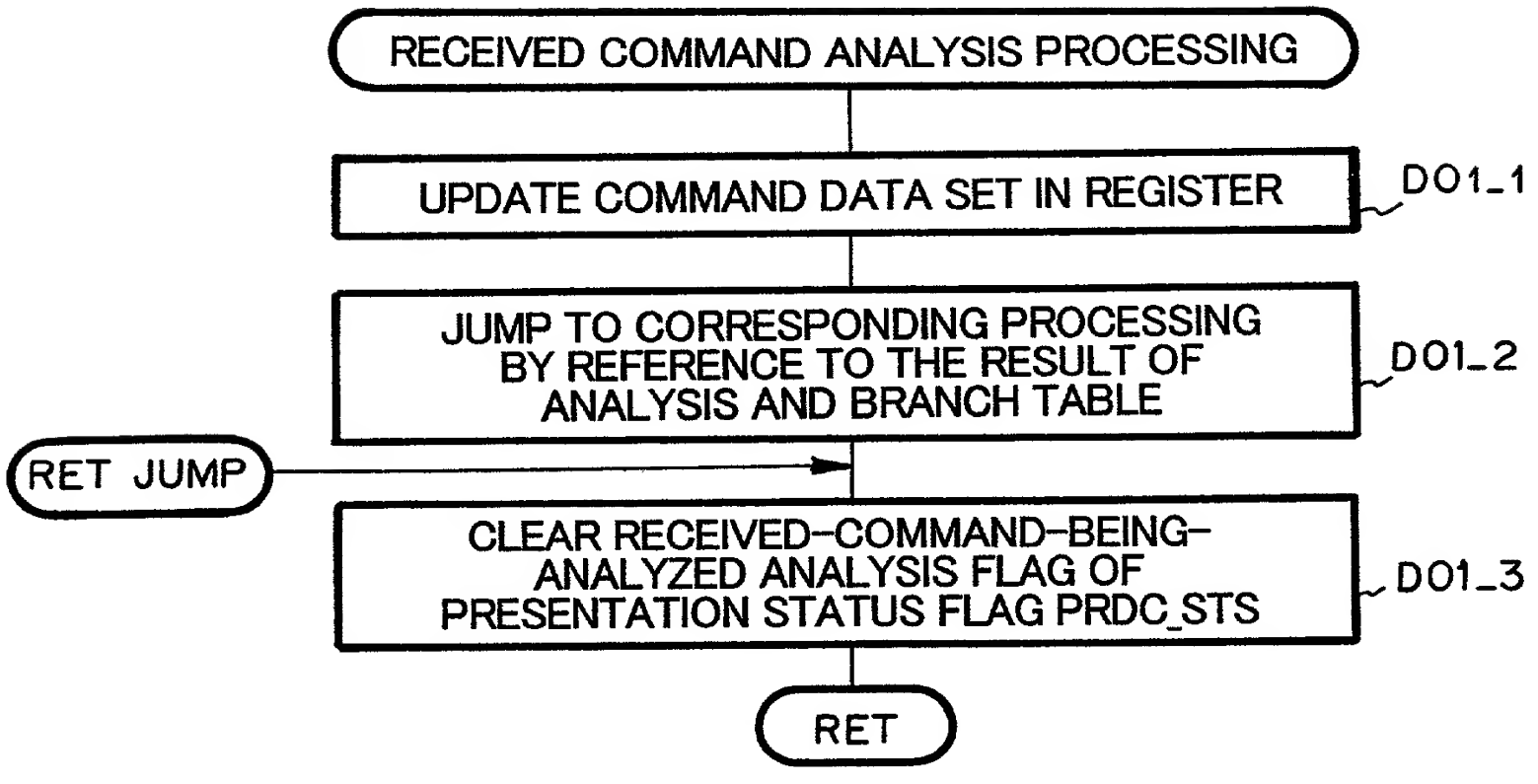


FIG.199

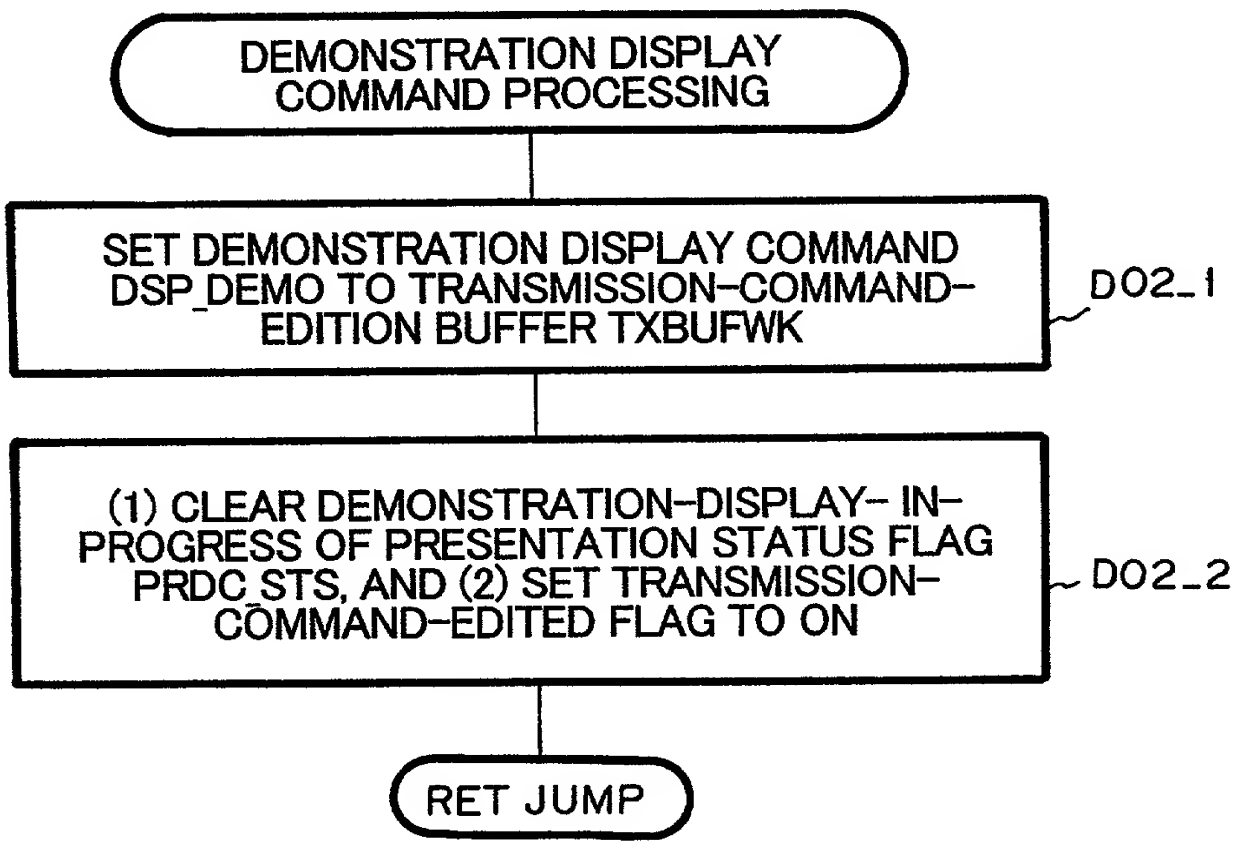


FIG.200

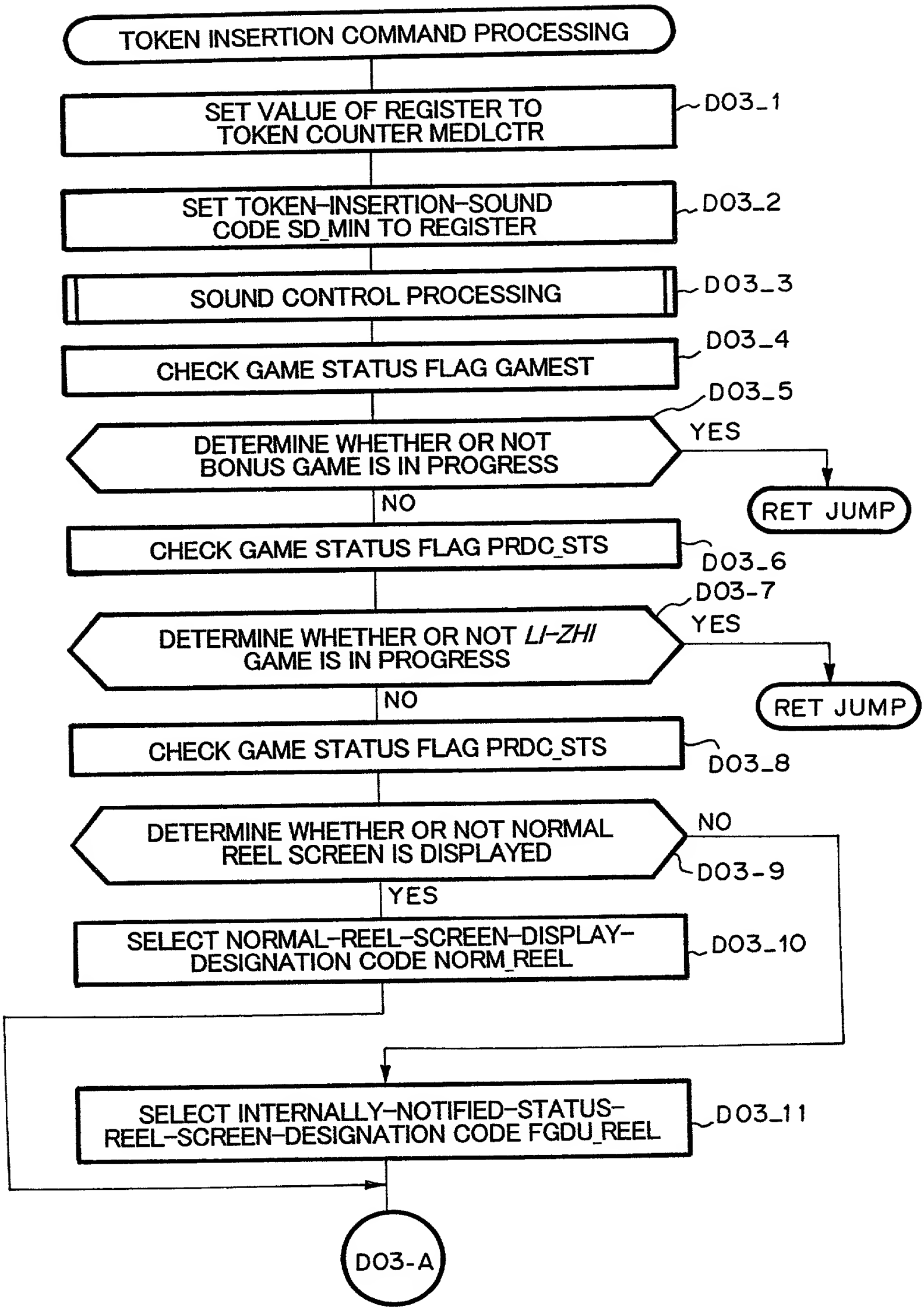

TOKEN INSERTION COMMAND PROCESSING
SET VALUE OF REGISTER TO TOKEN COUNTER MEDLCTR
D03_1
SET TOKEN-INSERTION-SOUND CODE SD_MIN TO REGISTER
D03_2
SOUND CONTROL PROCESSING
D03_3
CHECK GAME STATUS FLAG GAMEST
D03_4
D03_5
DETERMINE WHETHER OR NOT BONUS GAME IS IN PROGRESS
YES
RET JUMP
NO
CHECK GAME STATUS FLAG PRDC_STS
D03_6
D03-7
DETERMINE WHETHER OR NOT LI-ZHI GAME IS IN PROGRESS
YES
RET JUMP
NO
CHECK GAME STATUS FLAG PRDC_STS
D03_8
DETERMINE WHETHER OR NOT NORMAL REEL SCREEN IS DISPLAYED
NO
D03-9
YES
SELECT NORMAL-REEL-SCREEN-DISPLAY-DESIGNATION CODE NORM_REEL
D03_10
SELECT INTERNALLY-NOTIFIED-STATUS-REEL-SCREEN-DESIGNATION CODE FGDU_REEL
D03_11
D03-A

FIG.201

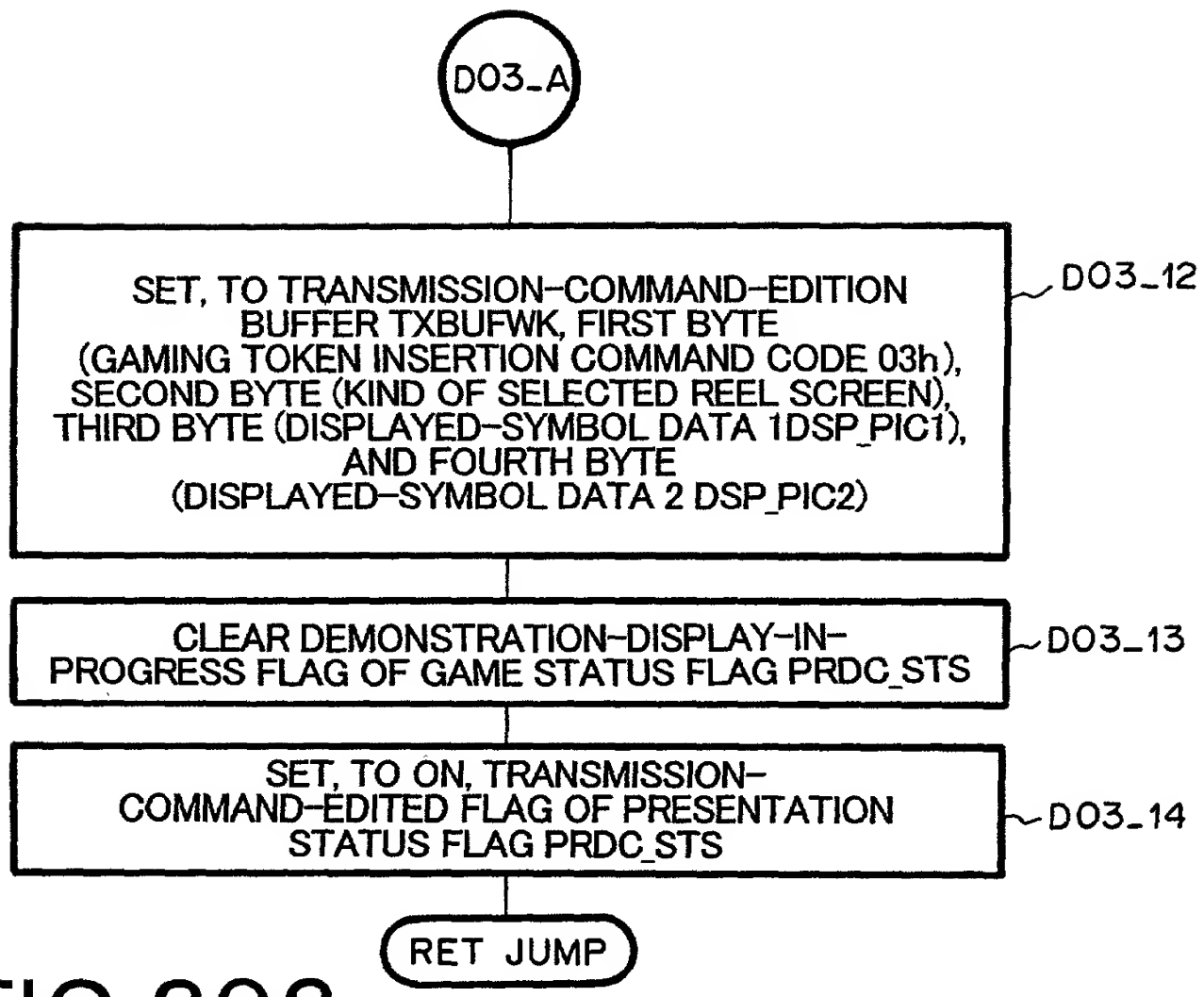


FIG.202

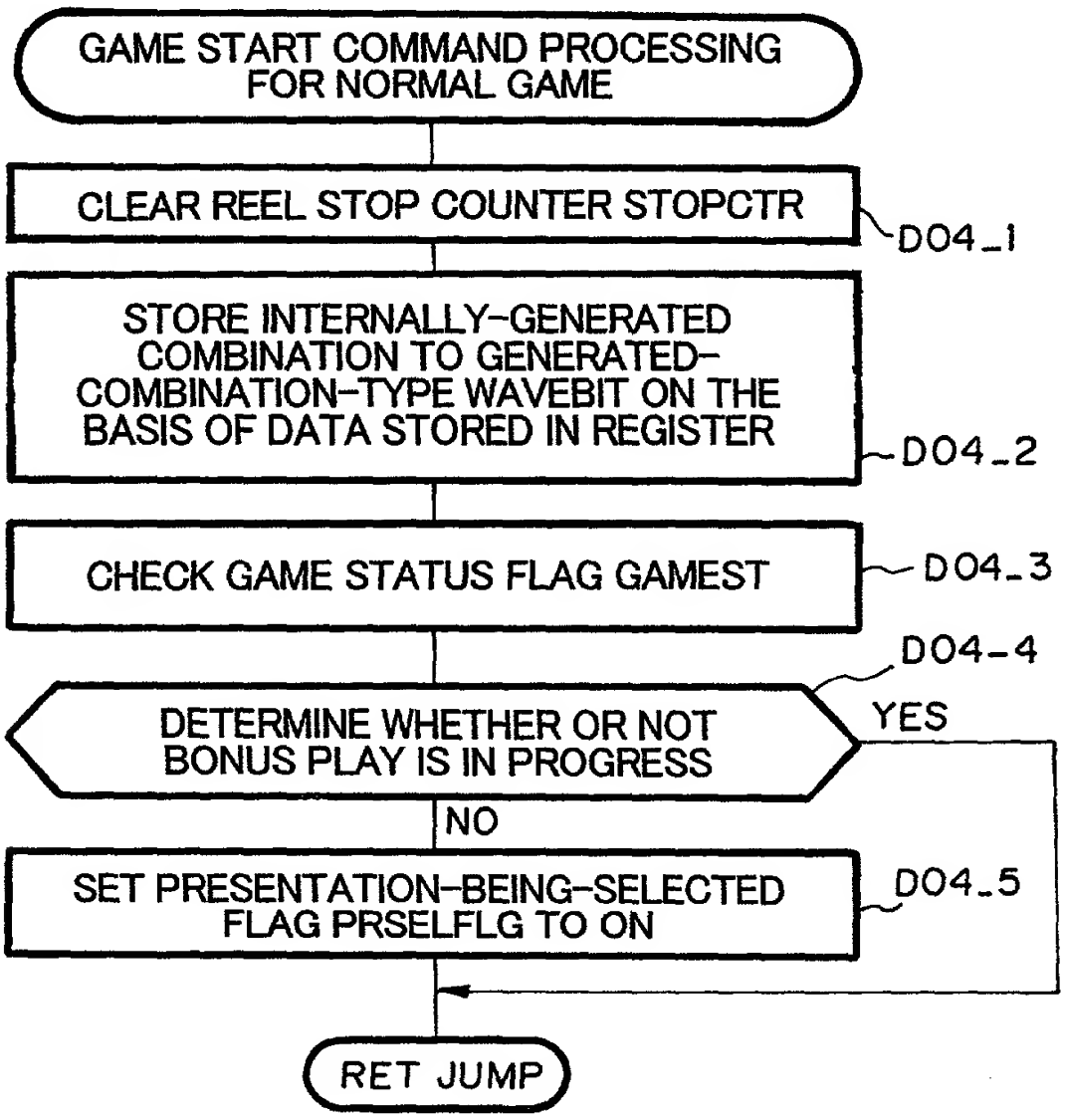


FIG.203

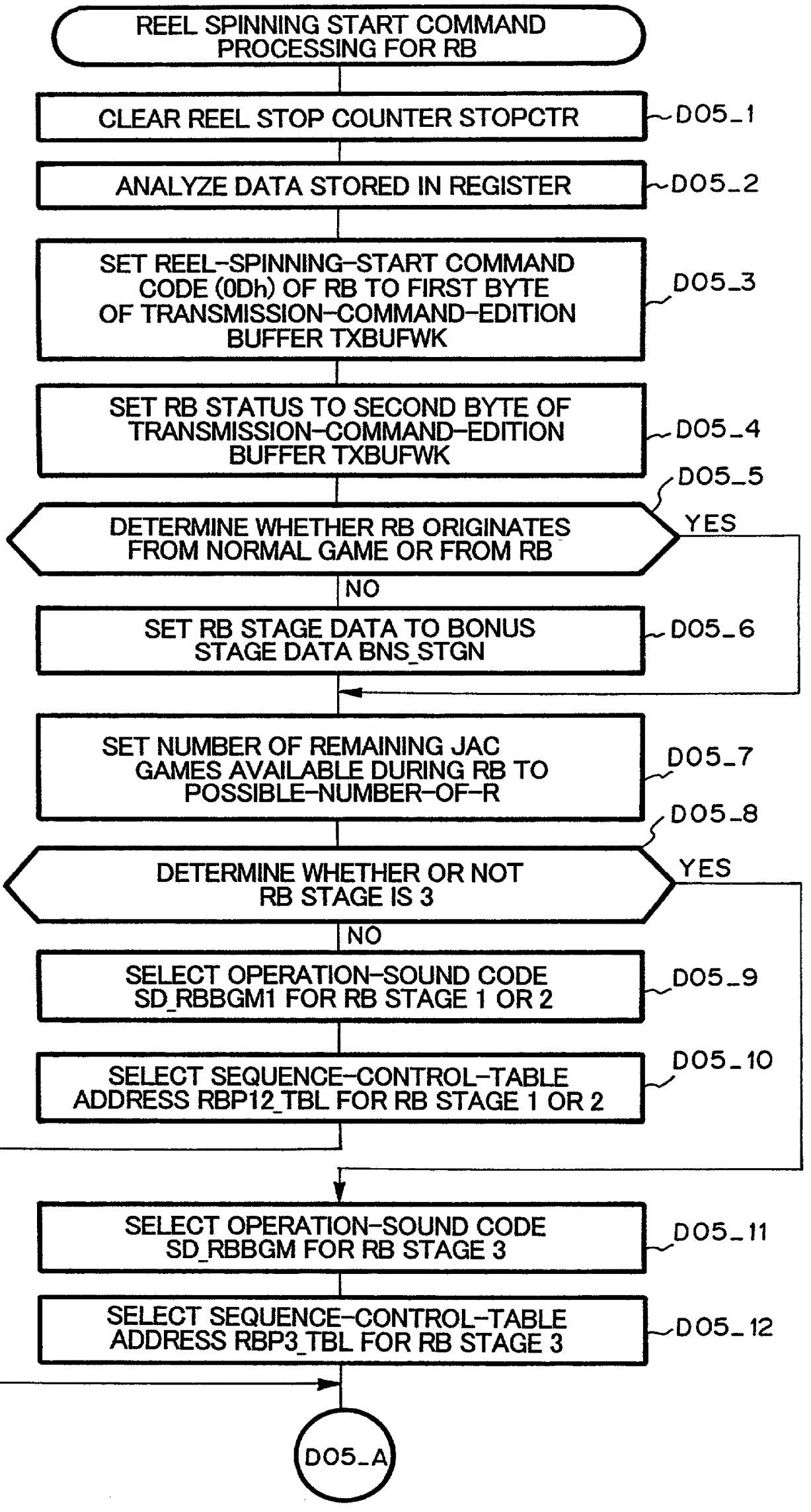

REEL SPINNING START COMMAND PROCESSING FOR RB
CLEAR REEL STOP COUNTER STOPCTR
D05_1
ANALYZE DATA STORED IN REGISTER
D05_2
SET REEL-SPINNING-START COMMAND CODE (0Dh) OF RB TO FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D05_3
SET RB STATUS TO SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D05_4
D05_5
DETERMINE WHETHER RB ORIGINATES FROM NORMAL GAME OR FROM RB
YES
NO
SET RB STAGE DATA TO BONUS STAGE DATA BNS_STGN
D05_6
SET NUMBER OF REMAINING JAC GAMES AVAILABLE DURING RB TO POSSIBLE-NUMBER-OF-R
D05_7
D05_8
DETERMINE WHETHER OR NOT RB STAGE IS 3
YES
NO
SELECT OPERATION-SOUND CODE SD_RBBGM1 FOR RB STAGE 1 OR 2
D05_9
SELECT SEQUENCE-CONTROL-TABLE ADDRESS RBP12_TBL FOR RB STAGE 1 OR 2
D05_10
SELECT OPERATION-SOUND CODE SD_RBBGM FOR RB STAGE 3
D05_11
SELECT SEQUENCE-CONTROL-TABLE ADDRESS RBP3_TBL FOR RB STAGE 3
D05_12
D05_A

FIG.204

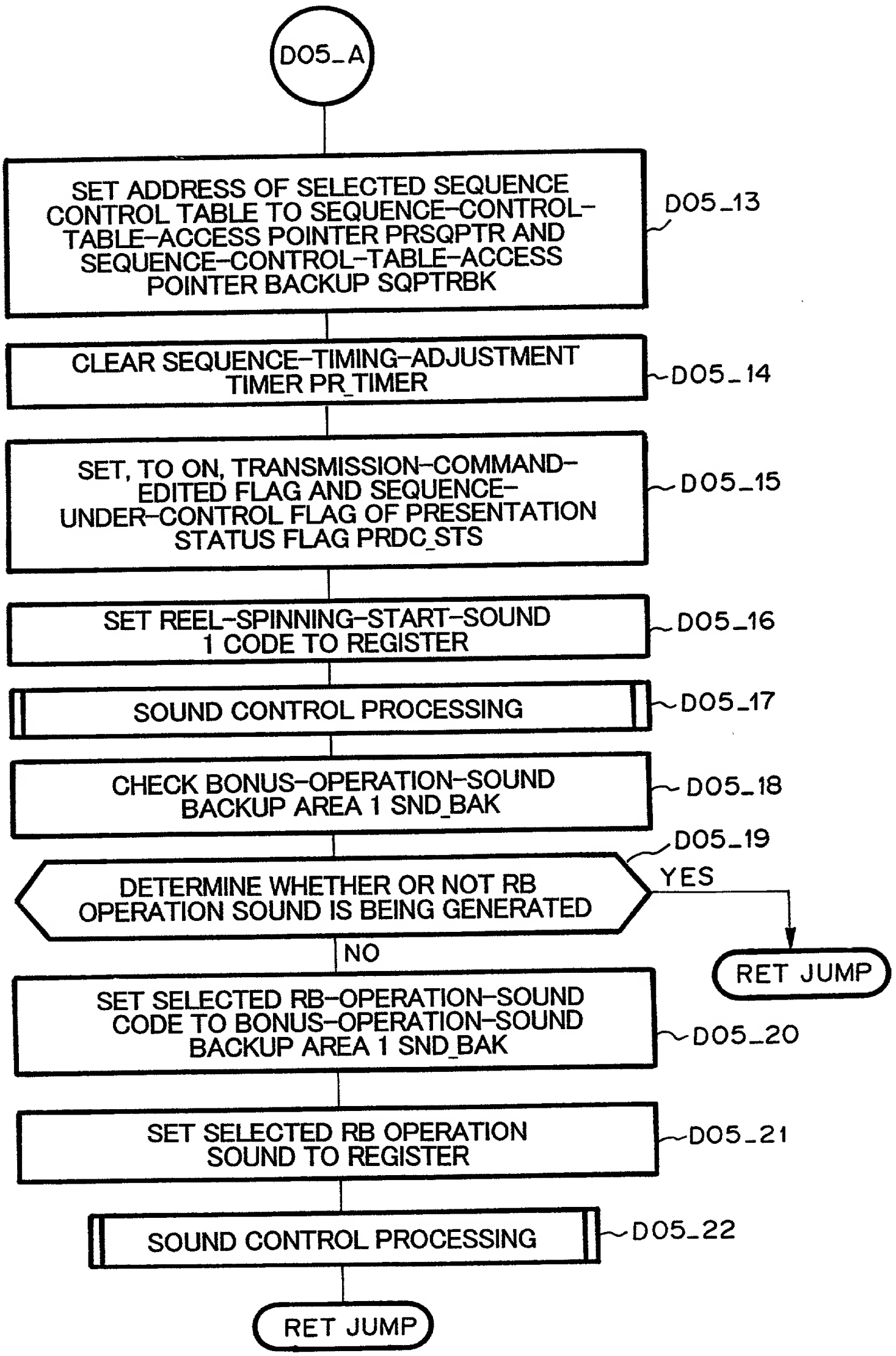

D05_A
SET ADDRESS OF SELECTED SEQUENCE CONTROL TABLE TO SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR AND SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP SQPTRBK
D05_13
CLEAR SEQUENCE-TIMING-ADJUSTMENT TIMER PR_TIMER
D05_14
SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG AND SEQUENCE-UNDER-CONTROL FLAG OF PRESENTATION STATUS FLAG PRDC_STS
D05_15
SET REEL-SPINNING-START-SOUND 1 CODE TO REGISTER
D05_16
SOUND CONTROL PROCESSING
D05_17
CHECK BONUS-OPERATION-SOUND BACKUP AREA 1 SND_BAK
D05_18
D05_19
DETERMINE WHETHER OR NOT RB OPERATION SOUND IS BEING GENERATED
YES
RET JUMP
NO
SET SELECTED RB-OPERATION-SOUND CODE TO BONUS-OPERATION-SOUND BACKUP AREA 1 SND_BAK
D05_20
SET SELECTED RB OPERATION SOUND TO REGISTER
D05_21
SOUND CONTROL PROCESSING
D05_22
RET JUMP

FIG.205

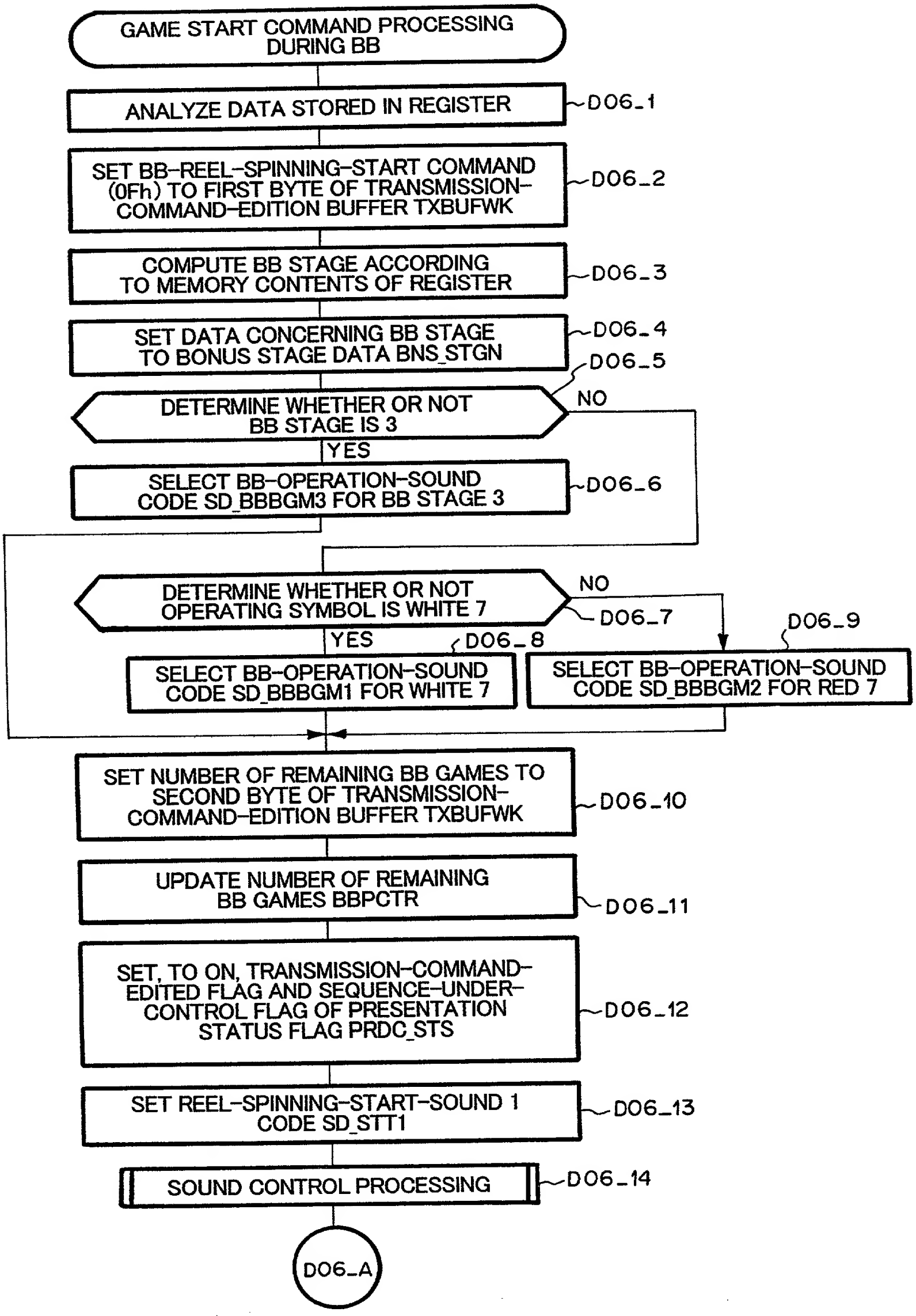

GAME START COMMAND PROCESSING DURING BB
ANALYZE DATA STORED IN REGISTER
D06_1
SET BB-REEL-SPINNING-START COMMAND (0Fh) TO FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D06_2
COMPUTE BB STAGE ACCORDING TO MEMORY CONTENTS OF REGISTER
D06_3
SET DATA CONCERNING BB STAGE TO BONUS STAGE DATA BNS_STGN
D06_4
D06_5
DETERMINE WHETHER OR NOT BB STAGE IS 3
NO
YES
SELECT BB-OPERATION-SOUND CODE SD_BBBGM3 FOR BB STAGE 3
D06_6
DETERMINE WHETHER OR NOT OPERATING SYMBOL IS WHITE 7
NO
D06_7
YES
D06_8
SELECT BB-OPERATION-SOUND CODE SD_BBBGM1 FOR WHITE 7
D06_9
SELECT BB-OPERATION-SOUND CODE SD_BBBGM2 FOR RED 7
SET NUMBER OF REMAINING BB GAMES TO SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D06_10
UPDATE NUMBER OF REMAINING BB GAMES BBPCTR
D06_11
SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG AND SEQUENCE-UNDER-CONTROL FLAG OF PRESENTATION STATUS FLAG PRDC_STS
D06_12
SET REEL-SPINNING-START-SOUND 1 CODE SD_STT1
D06_13
SOUND CONTROL PROCESSING
D06_14
D06_A

FIG.206

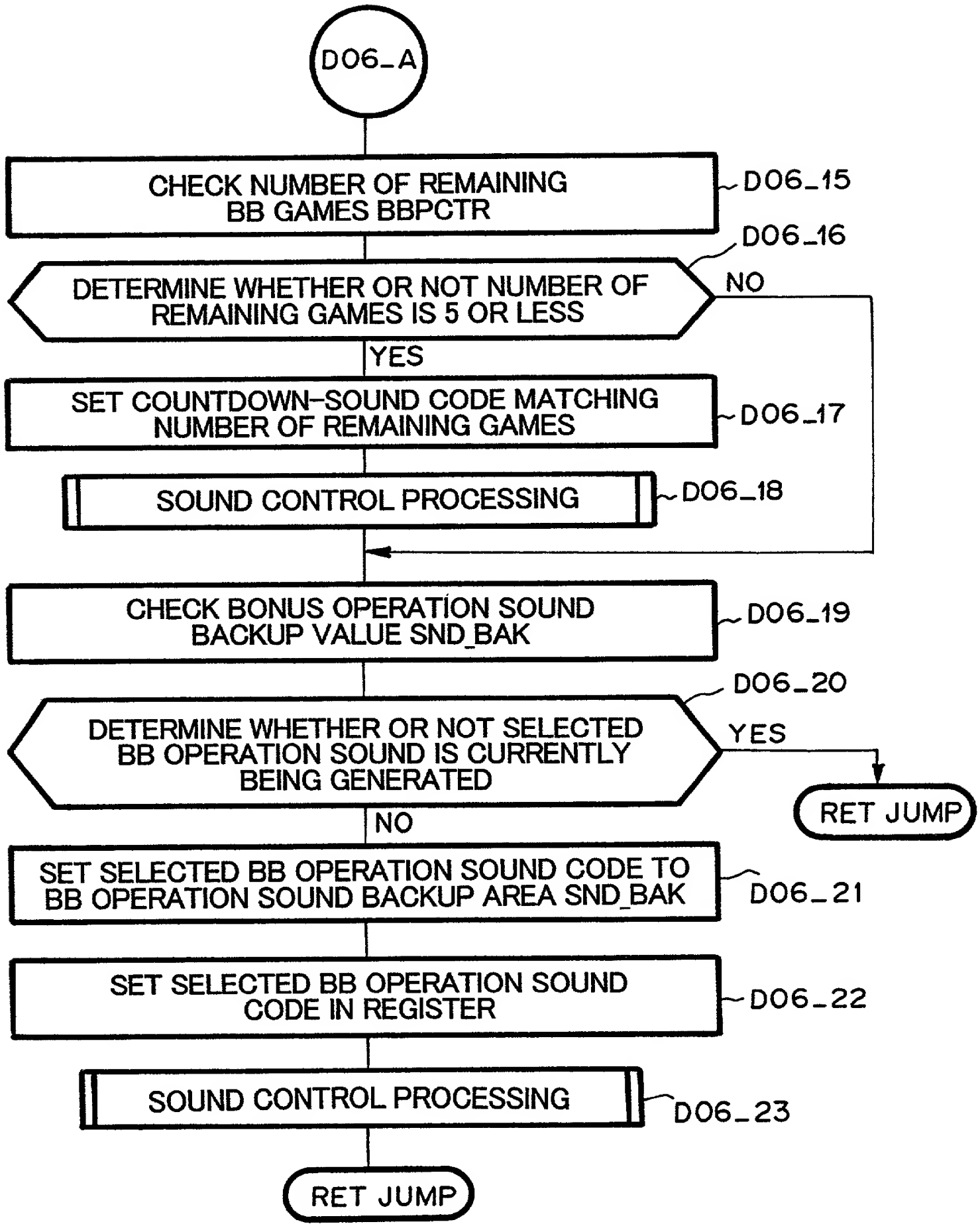

D06_A
CHECK NUMBER OF REMAINING BB GAMES BBPCTR
D06_15
D06_16
DETERMINE WHETHER OR NOT NUMBER OF REMAINING GAMES IS 5 OR LESS
NO
YES
SET COUNTDOWN-SOUND CODE MATCHING NUMBER OF REMAINING GAMES
D06_17
SOUND CONTROL PROCESSING
D06_18
CHECK BONUS OPERATION SOUND BACKUP VALUE SND_BAK
D06_19
D06_20
DETERMINE WHETHER OR NOT SELECTED BB OPERATION SOUND IS CURRENTLY BEING GENERATED
YES
RET JUMP
NO
SET SELECTED BB OPERATION SOUND CODE TO BB OPERATION SOUND BACKUP AREA SND_BAK
D06_21
SET SELECTED BB OPERATION SOUND CODE IN REGISTER
D06_22
SOUND CONTROL PROCESSING
D06_23
RET JUMP

FIG.207

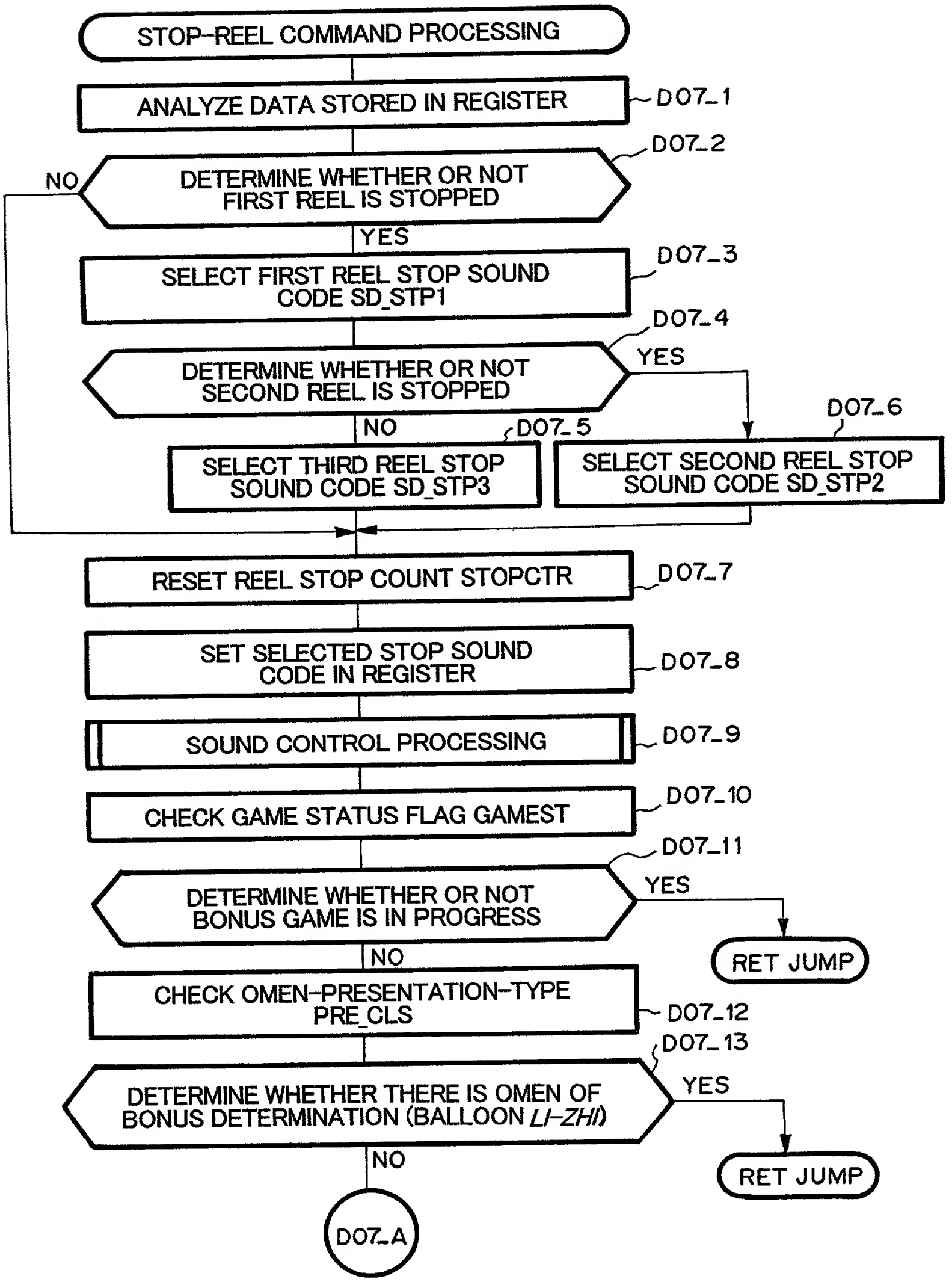

STOP-REEL COMMAND PROCESSING
ANALYZE DATA STORED IN REGISTER
D07_1
D07_2
NO
DETERMINE WHETHER OR NOT FIRST REEL IS STOPPED
YES
SELECT FIRST REEL STOP SOUND CODE SD_STP1
D07_3
D07_4
DETERMINE WHETHER OR NOT SECOND REEL IS STOPPED
YES
NO
D07_5
D07_6
SELECT THIRD REEL STOP SOUND CODE SD_STP3
SELECT SECOND REEL STOP SOUND CODE SD_STP2
RESET REEL STOP COUNT STOPCTR
D07_7
SET SELECTED STOP SOUND CODE IN REGISTER
D07_8
SOUND CONTROL PROCESSING
D07_9
CHECK GAME STATUS FLAG GAMEST
D07_10
D07_11
DETERMINE WHETHER OR NOT BONUS GAME IS IN PROGRESS
YES
RET JUMP
NO
CHECK OMEN-PRESENTATION-TYPE PRE_CLS
D07_12
D07_13
DETERMINE WHETHER THERE IS OMEN OF BONUS DETERMINATION (BALLOON LI-ZHI)
YES
RET JUMP
NO
D07_A

FIG.208

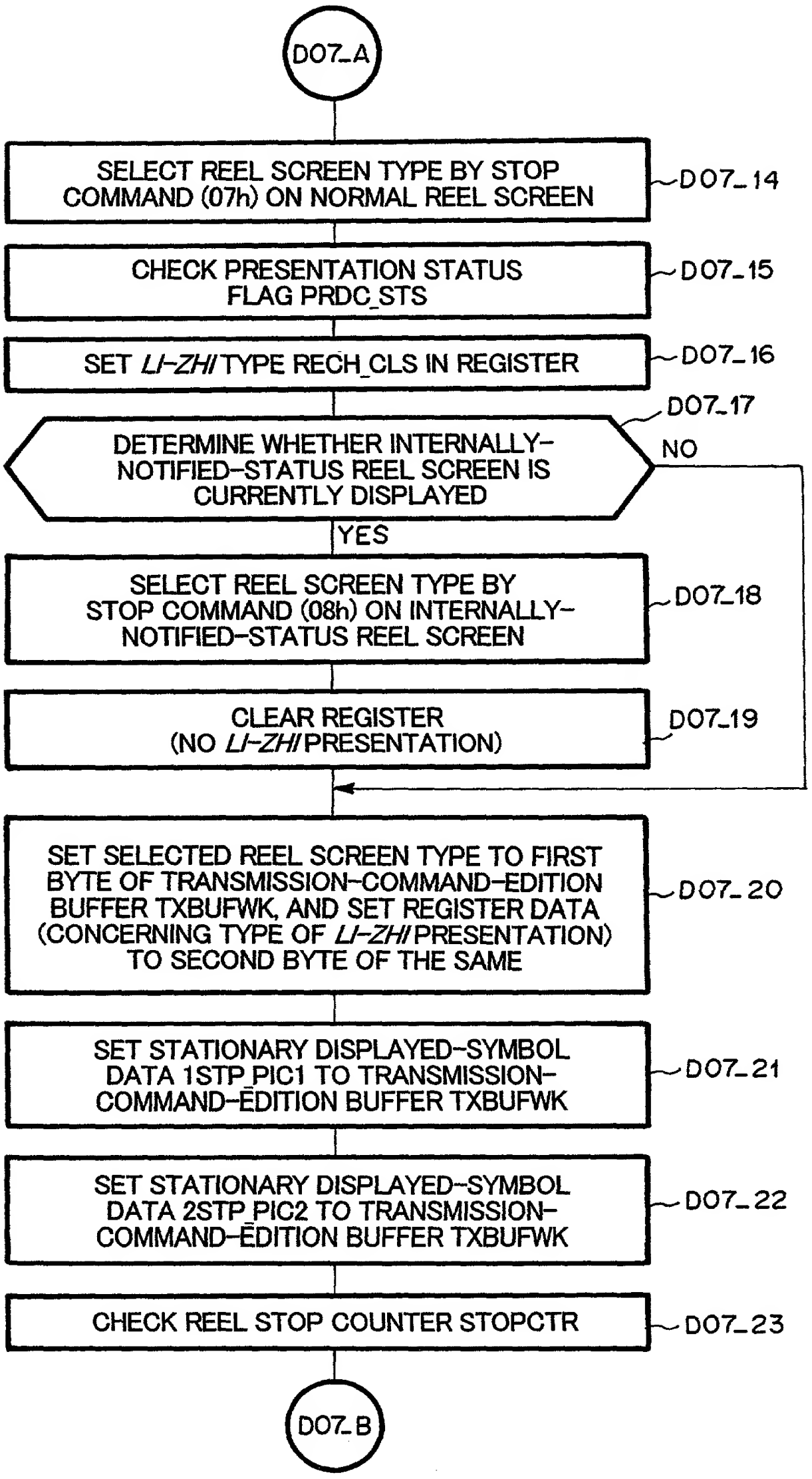

D07_A
SELECT REEL SCREEN TYPE BY STOP COMMAND (07h) ON NORMAL REEL SCREEN
D07_14
CHECK PRESENTATION STATUS FLAG PRDC_STS
D07_15
SET LI-ZHI TYPE RECH_CLS IN REGISTER
D07_16
D07_17
DETERMINE WHETHER INTERNALLY-NOTIFIED-STATUS REEL SCREEN IS CURRENTLY DISPLAYED
NO
YES
SELECT REEL SCREEN TYPE BY STOP COMMAND (08h) ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
D07_18
CLEAR REGISTER (NO LI-ZHI PRESENTATION)
D07_19
SET SELECTED REEL SCREEN TYPE TO FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK, AND SET REGISTER DATA (CONCERNING TYPE OF LI-ZHI PRESENTATION) TO SECOND BYTE OF THE SAME
D07_20
SET STATIONARY DISPLAYED-SYMBOL DATA 1STP_PIC1 TO TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D07_21
SET STATIONARY DISPLAYED-SYMBOL DATA 2STP_PIC2 TO TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D07_22
CHECK REEL STOP COUNTER STOPCTR
D07_23
D07_B

FIG.209

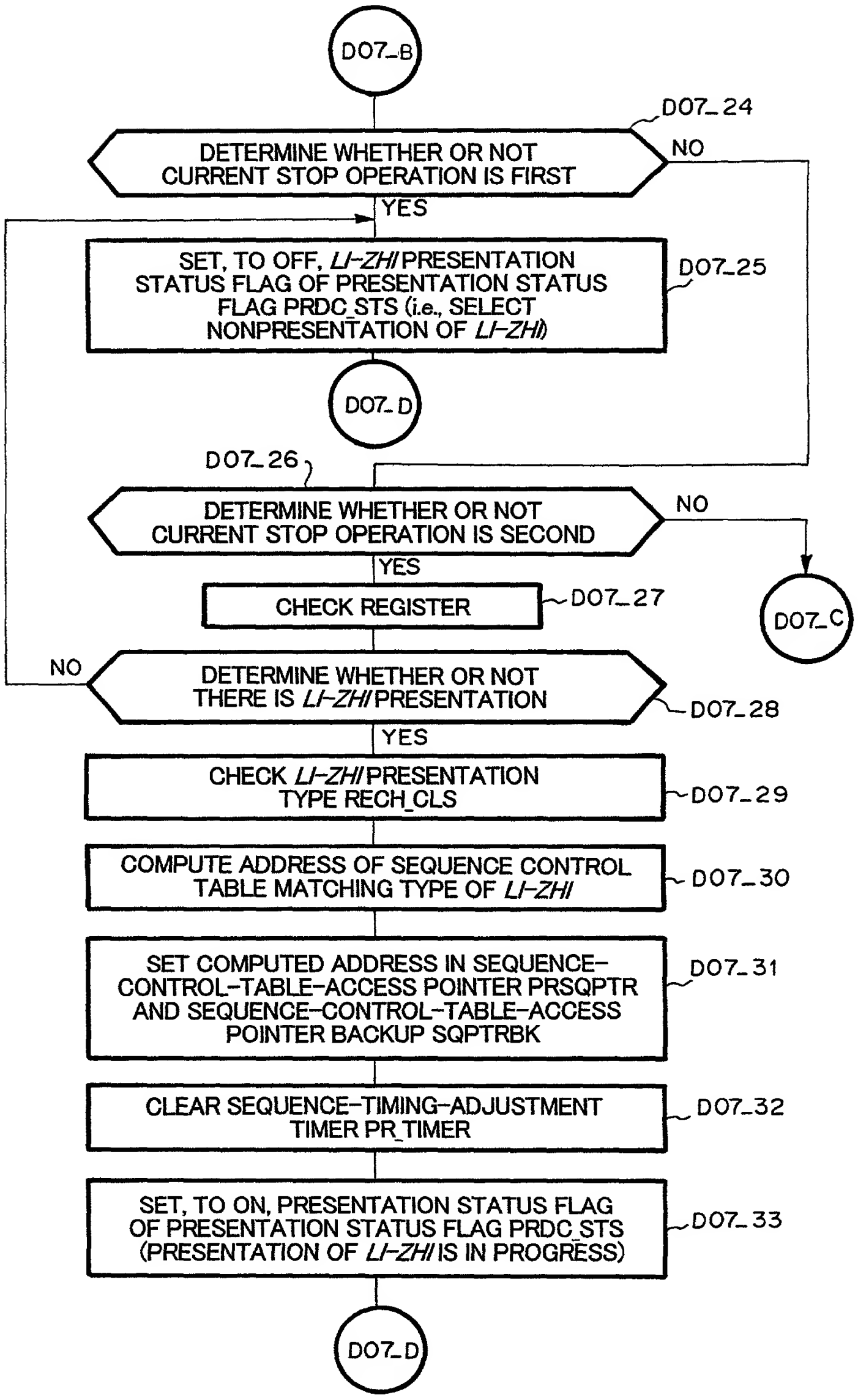

D07_B
D07_24
DETERMINE WHETHER OR NOT CURRENT STOP OPERATION IS FIRST
NO
YES
SET, TO OFF, LI-ZHI PRESENTATION STATUS FLAG OF PRESENTATION STATUS FLAG PRDC_STS (i.e., SELECT NONPRESENTATION OF LI-ZHI)
D07_25
D07_D
D07_26
DETERMINE WHETHER OR NOT CURRENT STOP OPERATION IS SECOND
NO
YES
CHECK REGISTER
D07_27
D07_C
NO
DETERMINE WHETHER OR NOT THERE IS LI-ZHI PRESENTATION
D07_28
YES
CHECK LI-ZHI PRESENTATION TYPE RECH_CLS
D07_29
COMPUTE ADDRESS OF SEQUENCE CONTROL TABLE MATCHING TYPE OF LI-ZHI
D07_30
SET COMPUTED ADDRESS IN SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR AND SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP SQPTRBK
D07_31
CLEAR SEQUENCE-TIMING-ADJUSTMENT TIMER PR_TIMER
D07_32
SET, TO ON, PRESENTATION STATUS FLAG OF PRESENTATION STATUS FLAG PRDC_STS (PRESENTATION OF LI-ZHI IS IN PROGRESS)
D07_33
D07_D

FIG.210

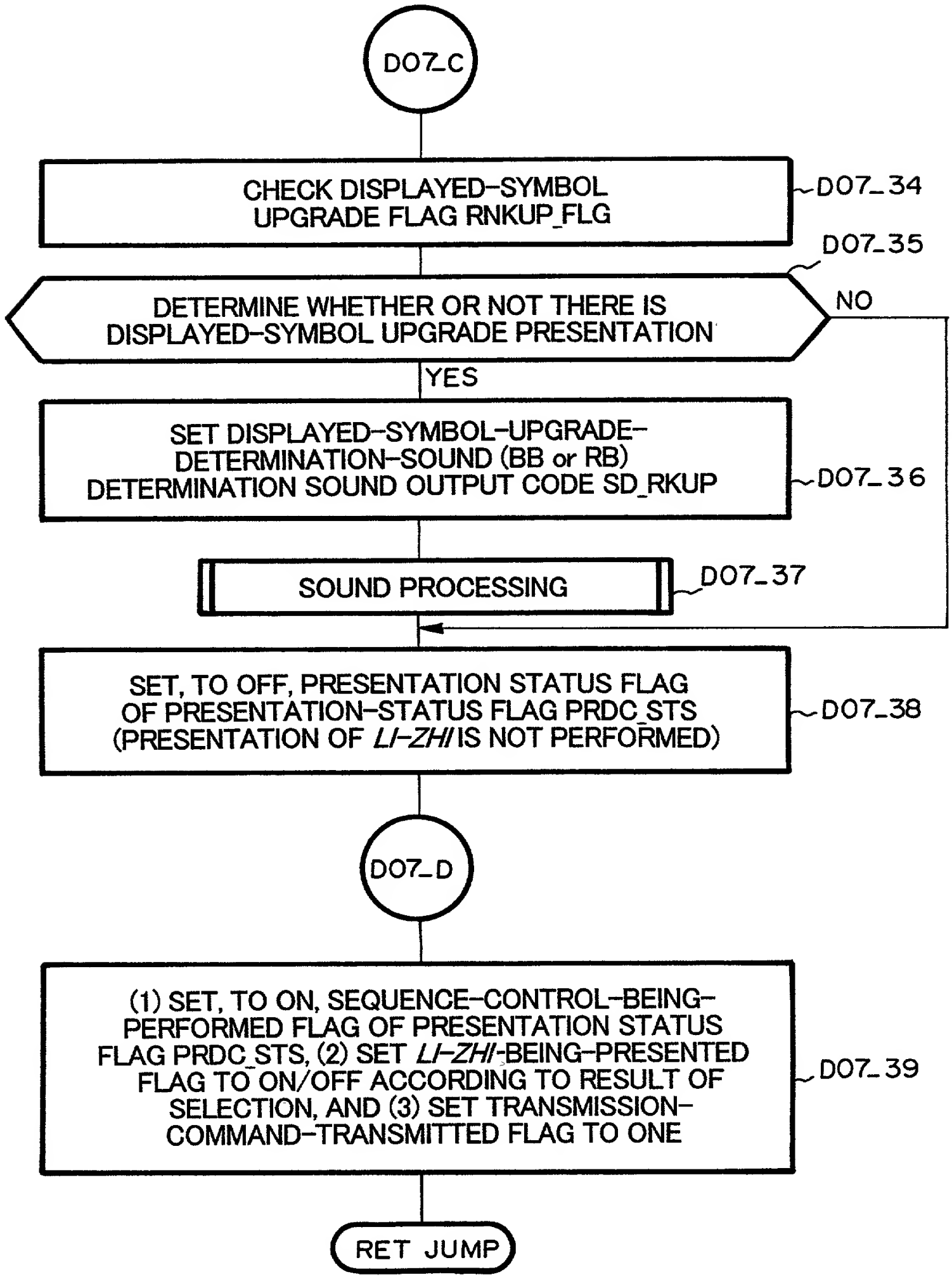

D07_C
CHECK DISPLAYED-SYMBOL UPGRADE FLAG RNKUP_FLG
D07_34
D07_35
DETERMINE WHETHER OR NOT THERE IS DISPLAYED-SYMBOL UPGRADE PRESENTATION
NO
YES
SET DISPLAYED-SYMBOL-UPGRADE-DETERMINATION-SOUND (BB or RB) DETERMINATION SOUND OUTPUT CODE SD_RKUP
D07_36
SOUND PROCESSING
D07_37
SET, TO OFF, PRESENTATION STATUS FLAG OF PRESENTATION-STATUS FLAG PRDC_STS (PRESENTATION OF LI-ZHI IS NOT PERFORMED)
D07_38
D07_D
(1) SET, TO ON, SEQUENCE-CONTROL-BEING-PERFORMED FLAG OF PRESENTATION STATUS FLAG PRDC_STS, (2) SET LI-ZHI-BEING-PRESENTED FLAG TO ON/OFF ACCORDING TO RESULT OF SELECTION, AND (3) SET TRANSMISSION-COMMAND-TRANSMITTED FLAG TO ONE
D07_39
RET JUMP

FIG.211

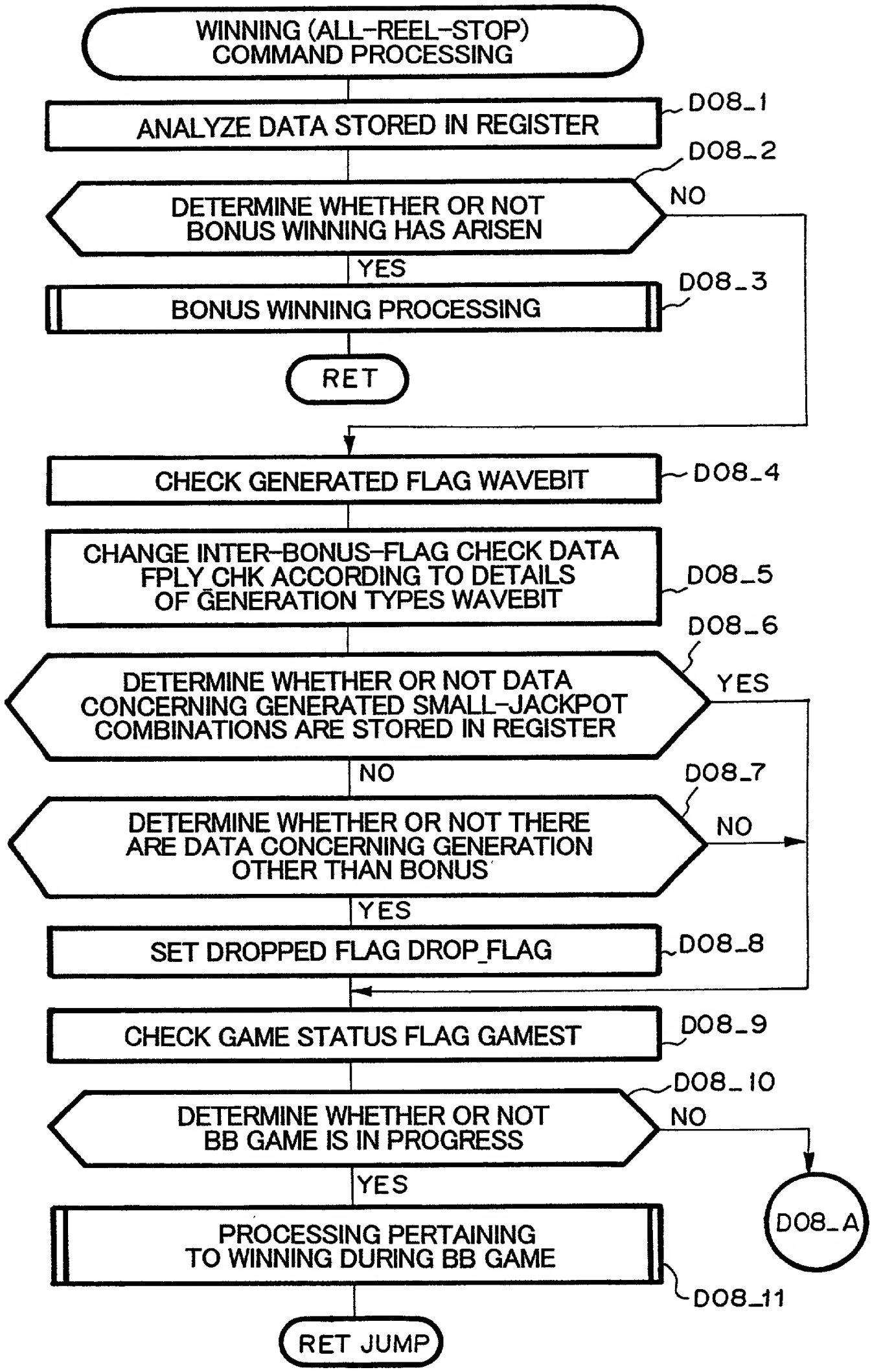

WINNING (ALL-REEL-STOP) COMMAND PROCESSING
ANALYZE DATA STORED IN REGISTER
D08_1
D08_2
DETERMINE WHETHER OR NOT BONUS WINNING HAS ARISEN
NO
YES
BONUS WINNING PROCESSING
D08_3
RET
CHECK GENERATED FLAG WAVEBIT
D08_4
CHANGE INTER-BONUS-FLAG CHECK DATA FPLY CHK ACCORDING TO DETAILS OF GENERATION TYPES WAVEBIT
D08_5
D08_6
DETERMINE WHETHER OR NOT DATA CONCERNING GENERATED SMALL-JACKPOT COMBINATIONS ARE STORED IN REGISTER
YES
NO
D08_7
DETERMINE WHETHER OR NOT THERE ARE DATA CONCERNING GENERATION OTHER THAN BONUS
NO
YES
SET DROPPED FLAG DROP_FLAG
D08_8
CHECK GAME STATUS FLAG GAMEST
D08_9
D08_10
DETERMINE WHETHER OR NOT BB GAME IS IN PROGRESS
NO
YES
D08_A
PROCESSING PERTAINING TO WINNING DURING BB GAME
D08_11
RET JUMP

FIG.212

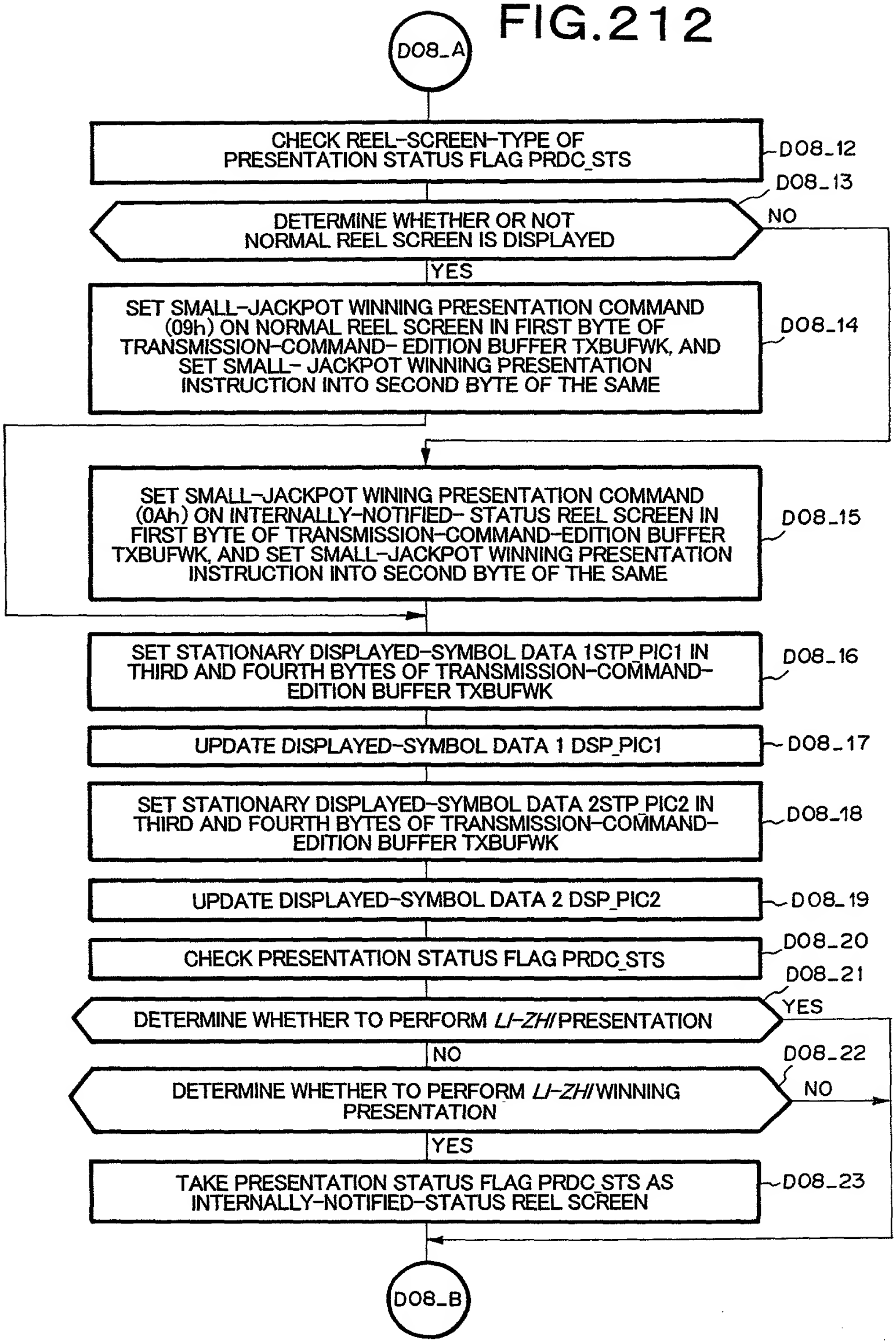

D08_A
CHECK REEL-SCREEN-TYPE OF PRESENTATION STATUS FLAG PRDC_STS
D08_12
D08_13
DETERMINE WHETHER OR NOT NORMAL REEL SCREEN IS DISPLAYED
NO
YES
SET SMALL-JACKPOT WINNING PRESENTATION COMMAND (09h) ON NORMAL REEL SCREEN IN FIRST BYTE OF TRANSMISSION-COMMAND- EDITION BUFFER TXBUFWK, AND SET SMALL- JACKPOT WINNING PRESENTATION INSTRUCTION INTO SECOND BYTE OF THE SAME
D08_14
SET SMALL-JACKPOT WINING PRESENTATION COMMAND (0Ah) ON INTERNALLY-NOTIFIED- STATUS REEL SCREEN IN FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK, AND SET SMALL-JACKPOT WINNING PRESENTATION INSTRUCTION INTO SECOND BYTE OF THE SAME
D08_15
SET STATIONARY DISPLAYED-SYMBOL DATA 1STP_PIC1 IN THIRD AND FOURTH BYTES OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D08_16
UPDATE DISPLAYED-SYMBOL DATA 1 DSP_PIC1
D08_17
SET STATIONARY DISPLAYED-SYMBOL DATA 2STP_PIC2 IN THIRD AND FOURTH BYTES OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D08_18
UPDATE DISPLAYED-SYMBOL DATA 2 DSP_PIC2
D08_19
CHECK PRESENTATION STATUS FLAG PRDC_STS
D08_20
D08_21
DETERMINE WHETHER TO PERFORM LI-ZHI PRESENTATION
YES
NO
D08_22
DETERMINE WHETHER TO PERFORM LI-ZHI WINNING PRESENTATION
NO
YES
TAKE PRESENTATION STATUS FLAG PRDC_STS AS INTERNALLY-NOTIFIED-STATUS REEL SCREEN
D08_23
D08_B

FIG.213

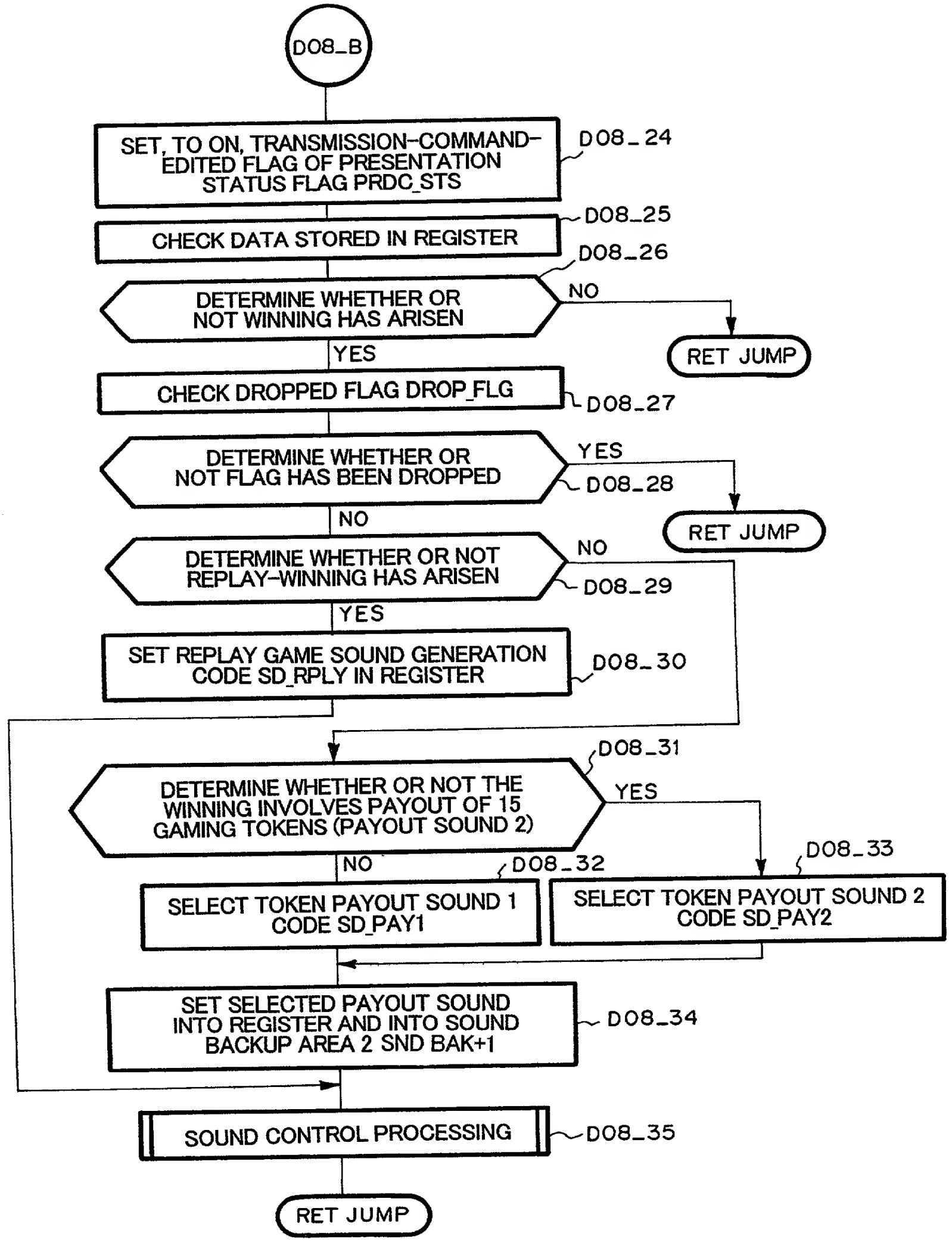

D08_B
SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS
D08_24
CHECK DATA STORED IN REGISTER
D08_25
DETERMINE WHETHER OR NOT WINNING HAS ARISEN
D08_26
NO
RET JUMP
YES
CHECK DROPPED FLAG DROP_FLG
D08_27
DETERMINE WHETHER OR NOT FLAG HAS BEEN DROPPED
YES
D08_28
RET JUMP
NO
DETERMINE WHETHER OR NOT REPLAY-WINNING HAS ARISEN
NO
D08_29
YES
SET REPLAY GAME SOUND GENERATION CODE SD_RPLY IN REGISTER
D08_30
D08_31
DETERMINE WHETHER OR NOT THE WINNING INVOLVES PAYOUT OF 15 GAMING TOKENS (PAYOUT SOUND 2)
YES
D08_33
NO
D08_32
SELECT TOKEN PAYOUT SOUND 1 CODE SD_PAY1
SELECT TOKEN PAYOUT SOUND 2 CODE SD_PAY2
SET SELECTED PAYOUT SOUND INTO REGISTER AND INTO SOUND BACKUP AREA 2 SND BAK+1
D08_34
SOUND CONTROL PROCESSING
D08_35
RET JUMP

FIG.214

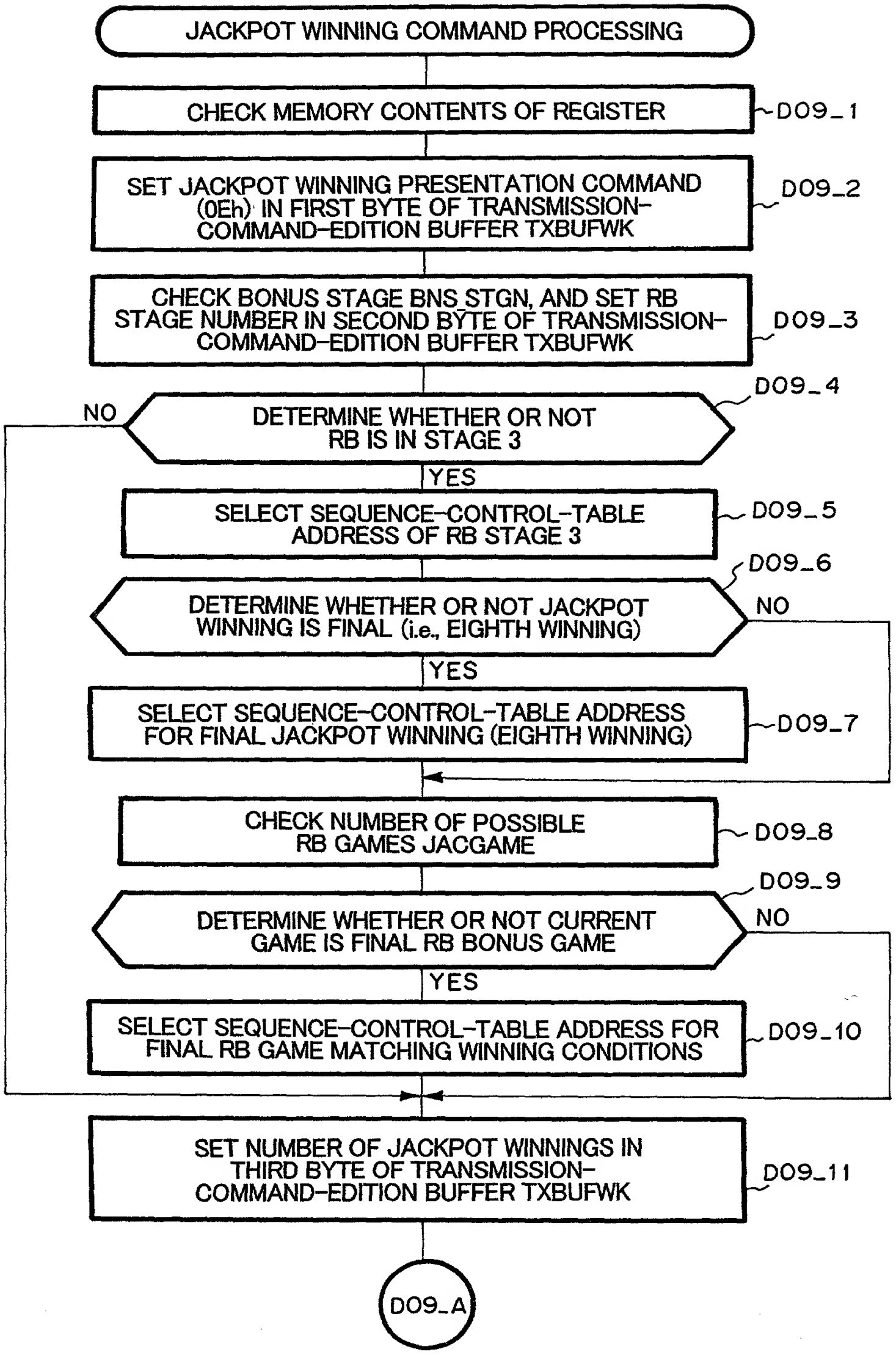

JACKPOT WINNING COMMAND PROCESSING
CHECK MEMORY CONTENTS OF REGISTER
D09_1
SET JACKPOT WINNING PRESENTATION COMMAND (0Eh) IN FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D09_2
CHECK BONUS STAGE BNS STGN, AND SET RB STAGE NUMBER IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D09_3
D09_4
NO
DETERMINE WHETHER OR NOT RB IS IN STAGE 3
YES
SELECT SEQUENCE-CONTROL-TABLE ADDRESS OF RB STAGE 3
D09_5
D09_6
DETERMINE WHETHER OR NOT JACKPOT WINNING IS FINAL (i.e., EIGHTH WINNING)
NO
YES
SELECT SEQUENCE-CONTROL-TABLE ADDRESS FOR FINAL JACKPOT WINNING (EIGHTH WINNING)
D09_7
CHECK NUMBER OF POSSIBLE RB GAMES JACGAME
D09_8
D09_9
DETERMINE WHETHER OR NOT CURRENT GAME IS FINAL RB BONUS GAME
NO
YES
SELECT SEQUENCE-CONTROL-TABLE ADDRESS FOR FINAL RB GAME MATCHING WINNING CONDITIONS
D09_10
SET NUMBER OF JACKPOT WINNINGS IN THIRD BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D09_11
D09_A

FIG.215

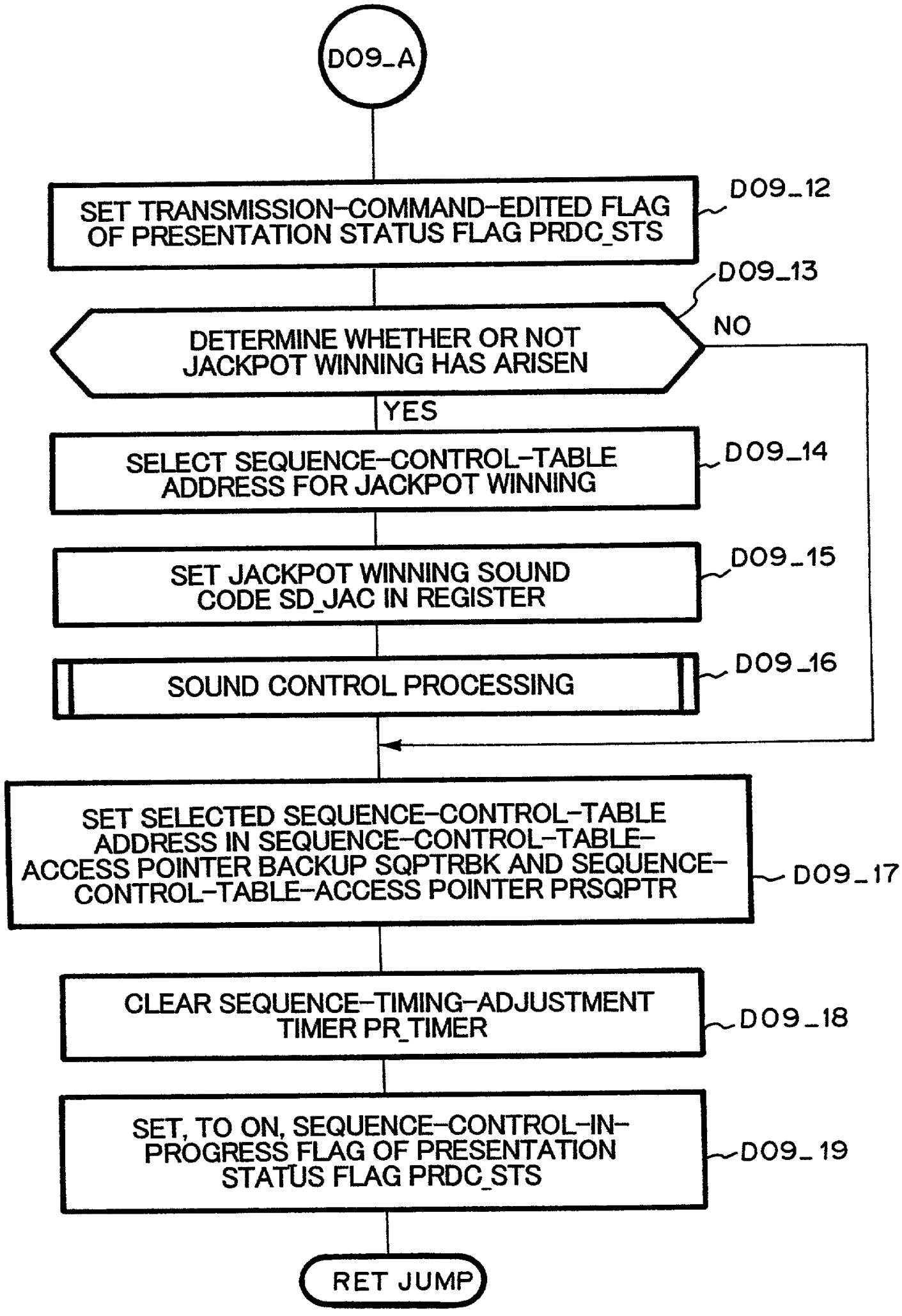

D09_A
SET TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS
D09_12
D09_13
DETERMINE WHETHER OR NOT JACKPOT WINNING HAS ARISEN
NO
YES
SELECT SEQUENCE-CONTROL-TABLE ADDRESS FOR JACKPOT WINNING
D09_14
SET JACKPOT WINNING SOUND CODE SD_JAC IN REGISTER
D09_15
SOUND CONTROL PROCESSING
D09_16
SET SELECTED SEQUENCE-CONTROL-TABLE ADDRESS IN SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP SQPTRBK AND SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR
D09_17
CLEAR SEQUENCE-TIMING-ADJUSTMENT TIMER PR_TIMER
D09_18
SET, TO ON, SEQUENCE-CONTROL-IN-PROGRESS FLAG OF PRESENTATION STATUS FLAG PRDC_STS
D09_19
RET JUMP

FIG.216

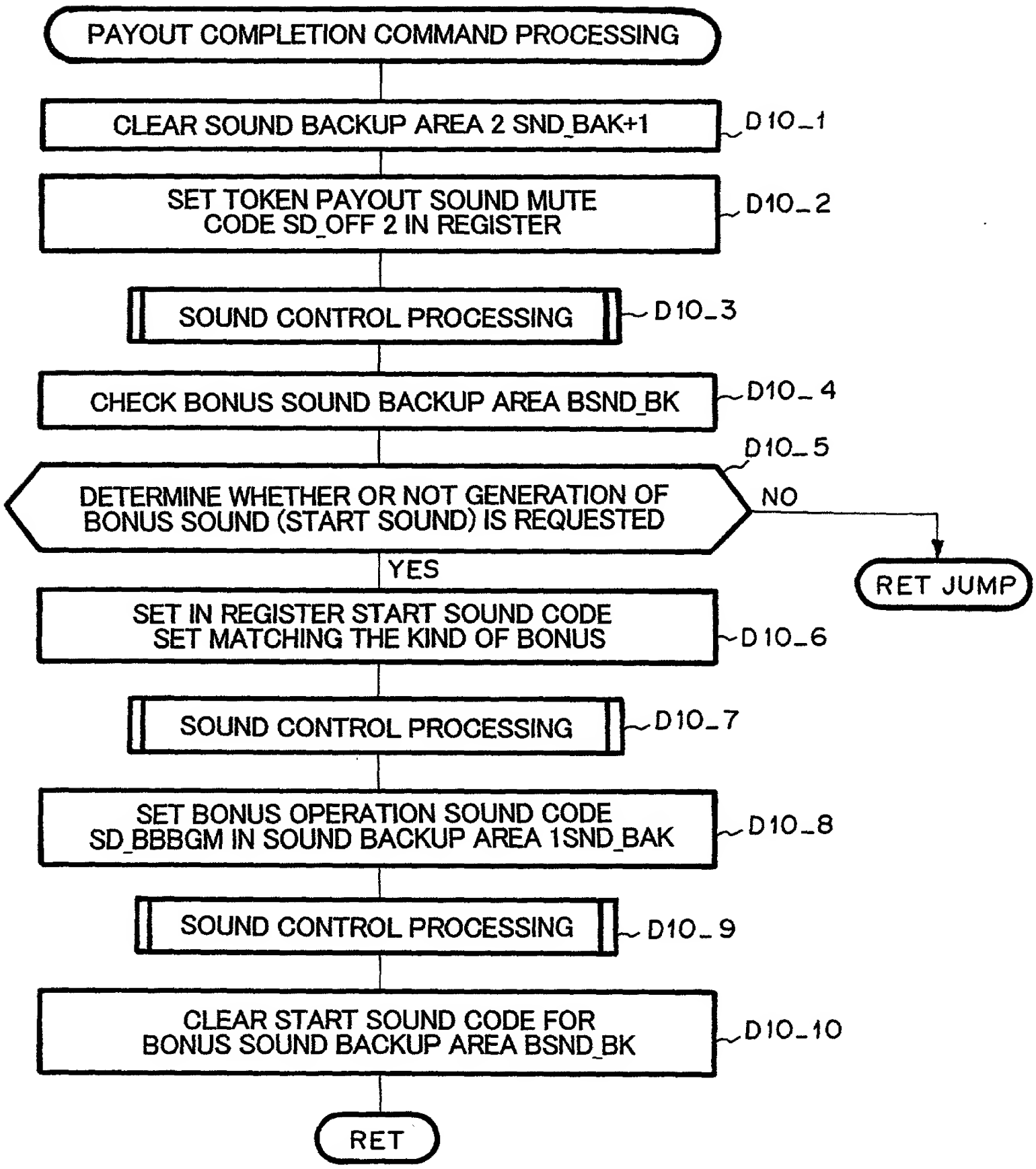

PAYOUT COMPLETION COMMAND PROCESSING
CLEAR SOUND BACKUP AREA 2 SND_BAK+1
D10_1
SET TOKEN PAYOUT SOUND MUTE CODE SD_OFF 2 IN REGISTER
D10_2
SOUND CONTROL PROCESSING
D10_3
CHECK BONUS SOUND BACKUP AREA BSND_BK
D10_4
D10_5
DETERMINE WHETHER OR NOT GENERATION OF BONUS SOUND (START SOUND) IS REQUESTED
NO
RET JUMP
YES
SET IN REGISTER START SOUND CODE SET MATCHING THE KIND OF BONUS
D10_6
SOUND CONTROL PROCESSING
D10_7
SET BONUS OPERATION SOUND CODE SD_BBBGM IN SOUND BACKUP AREA 1SND_BAK
D10_8
SOUND CONTROL PROCESSING
D10_9
CLEAR START SOUND CODE FOR BONUS SOUND BACKUP AREA BSND_BK
D10_10
RET

FIG.217

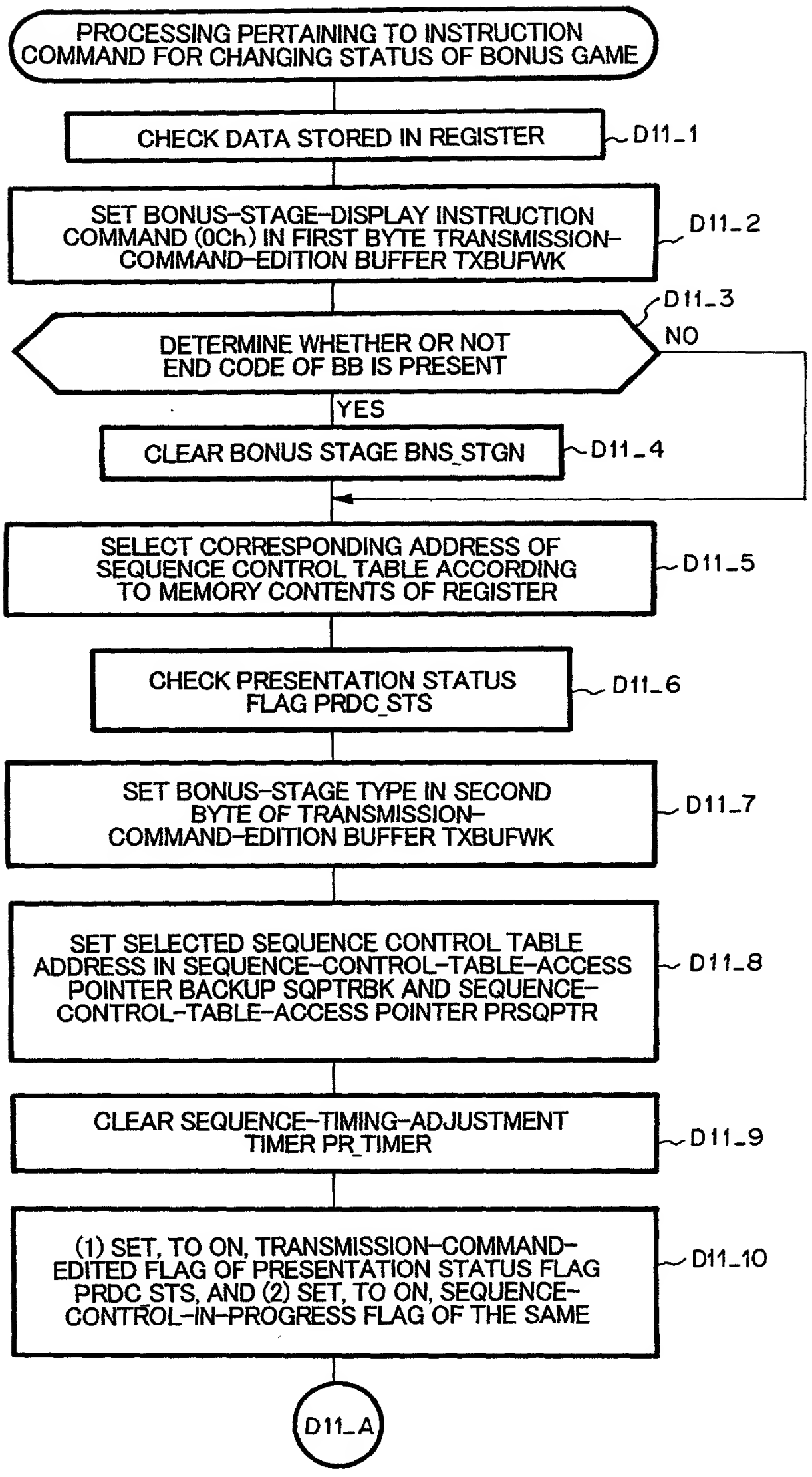

PROCESSING PERTAINING TO INSTRUCTION COMMAND FOR CHANGING STATUS OF BONUS GAME
CHECK DATA STORED IN REGISTER
D11_1
SET BONUS-STAGE-DISPLAY INSTRUCTION COMMAND (0Ch) IN FIRST BYTE TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D11_2
D11_3
DETERMINE WHETHER OR NOT END CODE OF BB IS PRESENT
NO
YES
CLEAR BONUS STAGE BNS_STGN
D11_4
SELECT CORRESPONDING ADDRESS OF SEQUENCE CONTROL TABLE ACCORDING TO MEMORY CONTENTS OF REGISTER
D11_5
CHECK PRESENTATION STATUS FLAG PRDC_STS
D11_6
SET BONUS-STAGE TYPE IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D11_7
SET SELECTED SEQUENCE CONTROL TABLE ADDRESS IN SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP SQPTRBK AND SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR
D11_8
CLEAR SEQUENCE-TIMING-ADJUSTMENT TIMER PR_TIMER
D11_9
(1) SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS, AND (2) SET, TO ON, SEQUENCE-CONTROL-IN-PROGRESS FLAG OF THE SAME
D11_10
D11_A

FIG.218

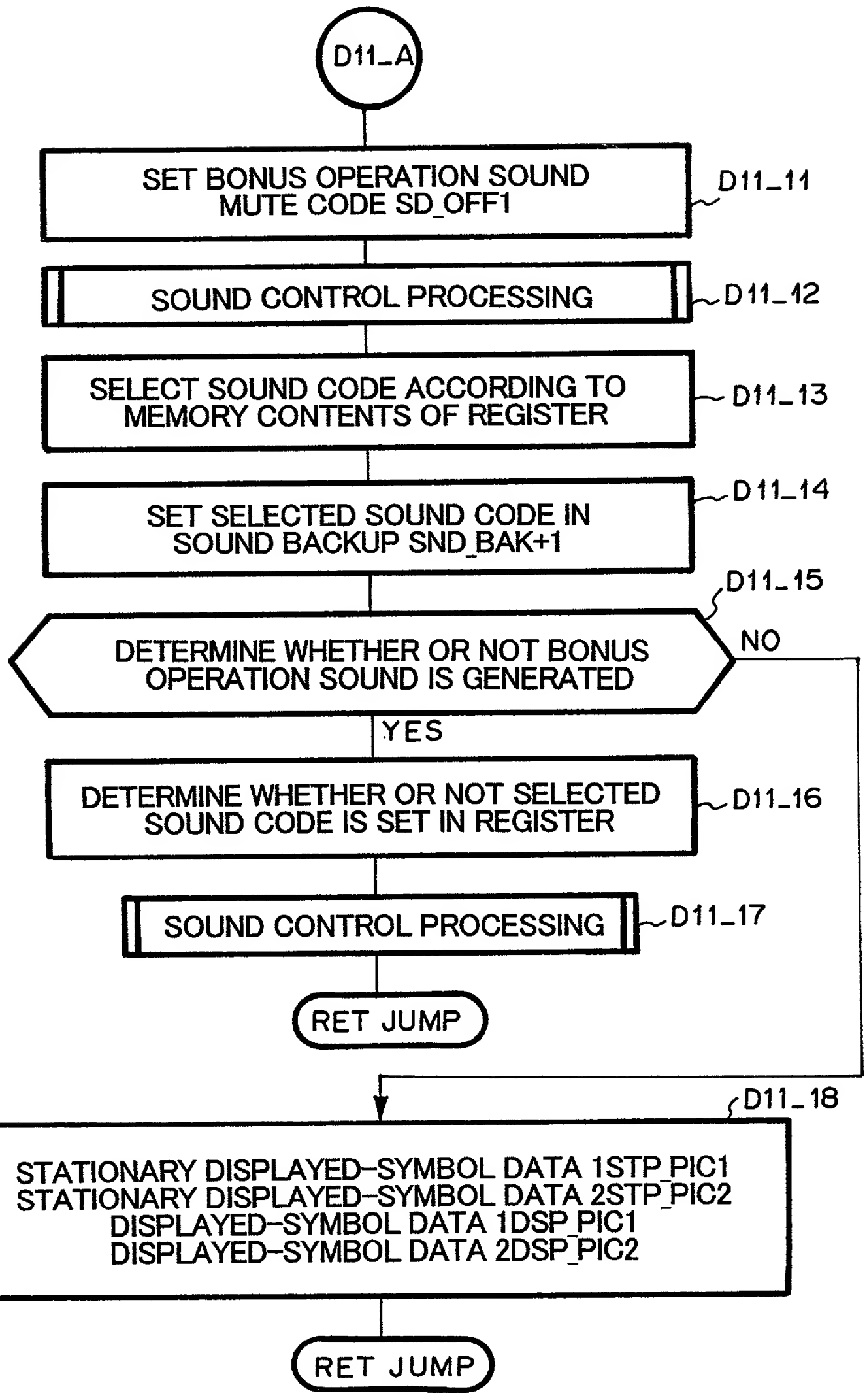

D11_A
SET BONUS OPERATION SOUND MUTE CODE SD_OFF1
D11_11
SOUND CONTROL PROCESSING
D11_12
SELECT SOUND CODE ACCORDING TO MEMORY CONTENTS OF REGISTER
D11_13
SET SELECTED SOUND CODE IN SOUND BACKUP SND_BAK+1
D11_14
D11_15
DETERMINE WHETHER OR NOT BONUS OPERATION SOUND IS GENERATED
NO
YES
DETERMINE WHETHER OR NOT SELECTED SOUND CODE IS SET IN REGISTER
D11_16
SOUND CONTROL PROCESSING
D11_17
RET JUMP
D11_18
STATIONARY DISPLAYED-SYMBOL DATA 1STP_PIC1
STATIONARY DISPLAYED-SYMBOL DATA 2STP_PIC2
DISPLAYED-SYMBOL DATA 1DSP_PIC1
DISPLAYED-SYMBOL DATA 2DSP_PIC2
RET JUMP

FIG.219

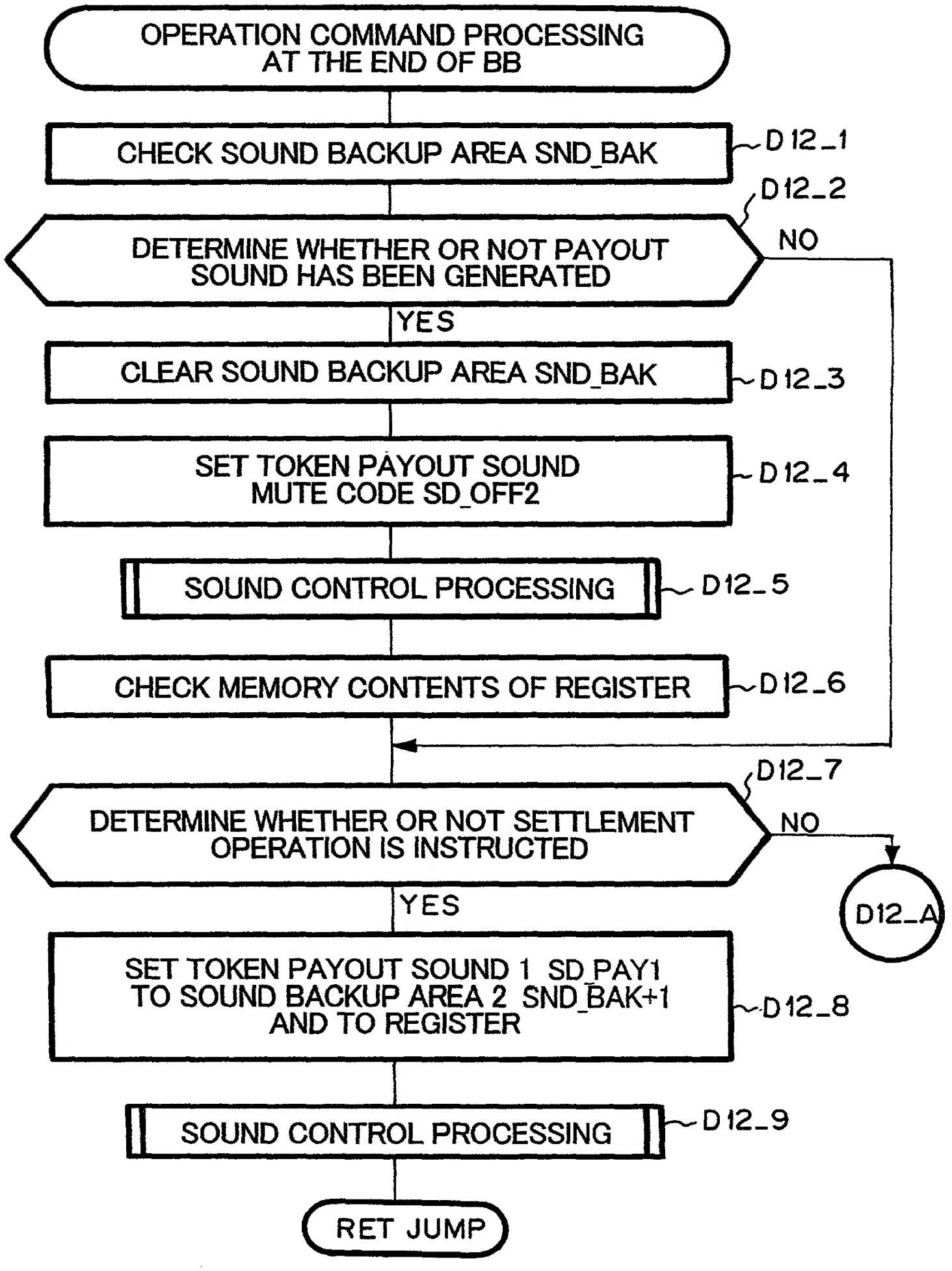

OPERATION COMMAND PROCESSING AT THE END OF BB
CHECK SOUND BACKUP AREA SND_BAK
D12_1
D12_2
DETERMINE WHETHER OR NOT PAYOUT SOUND HAS BEEN GENERATED
NO
YES
CLEAR SOUND BACKUP AREA SND_BAK
D12_3
SET TOKEN PAYOUT SOUND MUTE CODE SD_OFF2
D12_4
SOUND CONTROL PROCESSING
D12_5
CHECK MEMORY CONTENTS OF REGISTER
D12_6
D12_7
DETERMINE WHETHER OR NOT SETTLEMENT OPERATION IS INSTRUCTED
NO
D12_A
YES
SET TOKEN PAYOUT SOUND 1 SD_PAY1 TO SOUND BACKUP AREA 2 SND_BAK+1 AND TO REGISTER
D12_8
SOUND CONTROL PROCESSING
D12_9
RET JUMP

FIG.220

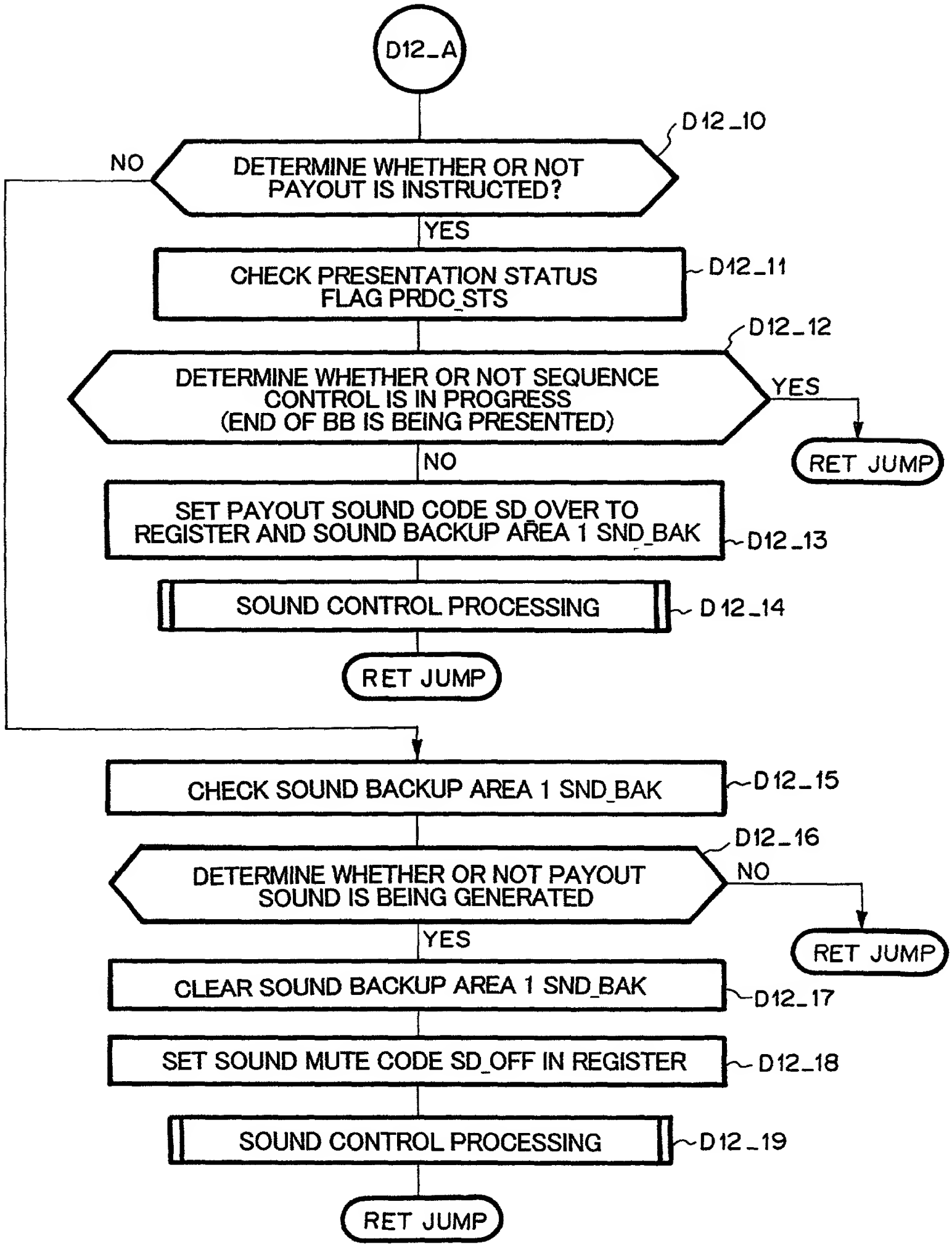

D12_A
D12_10
NO
DETERMINE WHETHER OR NOT PAYOUT IS INSTRUCTED?
YES
CHECK PRESENTATION STATUS FLAG PRDC_STS
D12_11
D12_12
DETERMINE WHETHER OR NOT SEQUENCE CONTROL IS IN PROGRESS (END OF BB IS BEING PRESENTED)
YES
RET JUMP
NO
SET PAYOUT SOUND CODE SD_OVER TO REGISTER AND SOUND BACKUP AREA 1 SND_BAK
D12_13
SOUND CONTROL PROCESSING
D12_14
RET JUMP
CHECK SOUND BACKUP AREA 1 SND_BAK
D12_15
D12_16
DETERMINE WHETHER OR NOT PAYOUT SOUND IS BEING GENERATED
NO
RET JUMP
YES
CLEAR SOUND BACKUP AREA 1 SND_BAK
D12_17
SET SOUND MUTE CODE SD_OFF IN REGISTER
D12_18
SOUND CONTROL PROCESSING
D12_19
RET JUMP

FIG.221

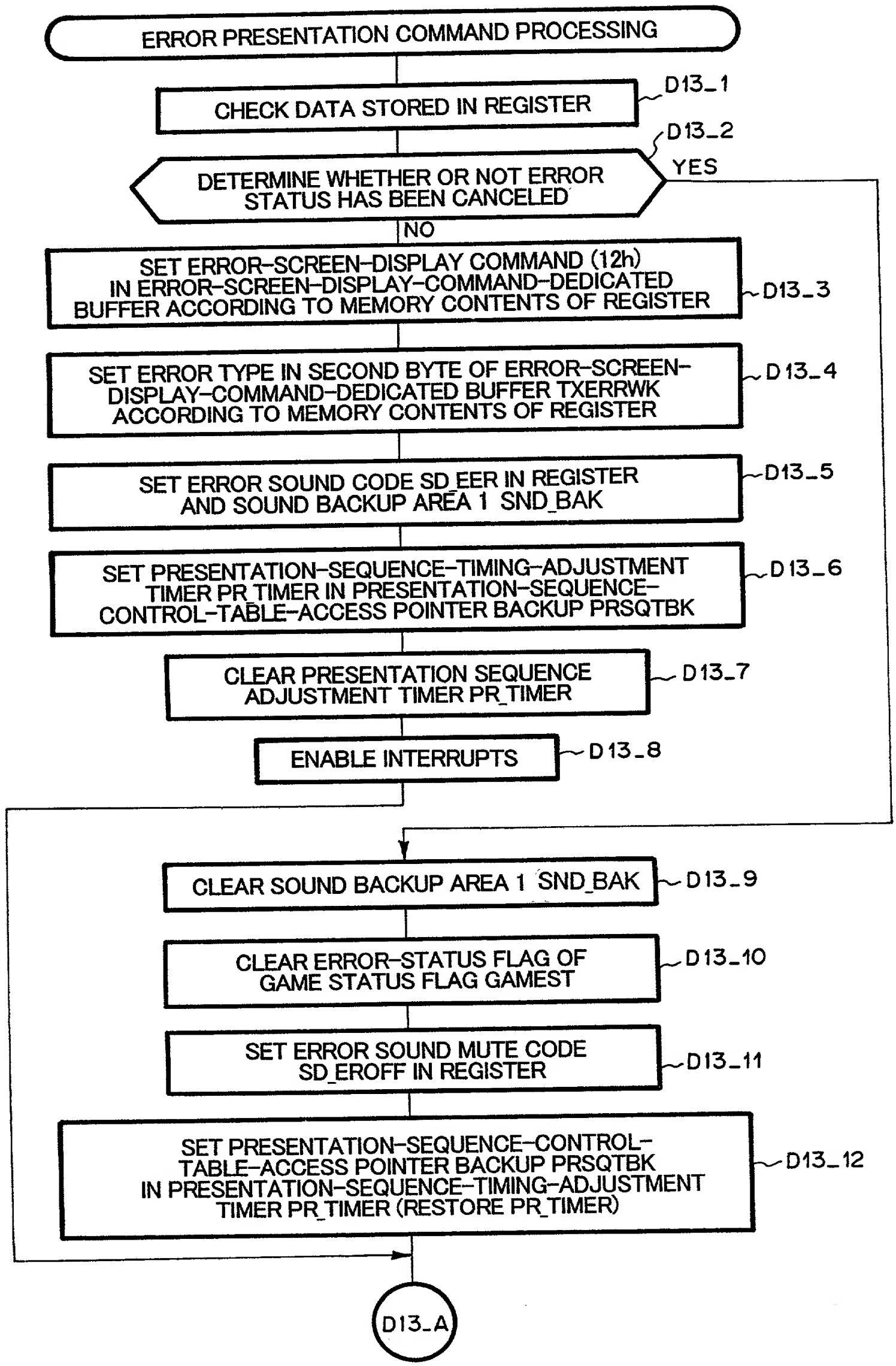

ERROR PRESENTATION COMMAND PROCESSING
CHECK DATA STORED IN REGISTER
D13_1
D13_2
DETERMINE WHETHER OR NOT ERROR STATUS HAS BEEN CANCELED
YES
NO
SET ERROR-SCREEN-DISPLAY COMMAND (12h) IN ERROR-SCREEN-DISPLAY-COMMAND-DEDICATED BUFFER ACCORDING TO MEMORY CONTENTS OF REGISTER
D13_3
SET ERROR TYPE IN SECOND BYTE OF ERROR-SCREEN-DISPLAY-COMMAND-DEDICATED BUFFER TXERRWK ACCORDING TO MEMORY CONTENTS OF REGISTER
D13_4
SET ERROR SOUND CODE SD_EER IN REGISTER AND SOUND BACKUP AREA 1 SND_BAK
D13_5
SET PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER PR_TIMER IN PRESENTATION-SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP PRSQTBK
D13_6
CLEAR PRESENTATION SEQUENCE ADJUSTMENT TIMER PR_TIMER
D13_7
ENABLE INTERRUPTS
D13_8
CLEAR SOUND BACKUP AREA 1 SND_BAK
D13_9
CLEAR ERROR-STATUS FLAG OF GAME STATUS FLAG GAMEST
D13_10
SET ERROR SOUND MUTE CODE SD_EROFF IN REGISTER
D13_11
SET PRESENTATION-SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP PRSQTBK IN PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER PR_TIMER (RESTORE PR_TIMER)
D13_12
D13_A

FIG.222

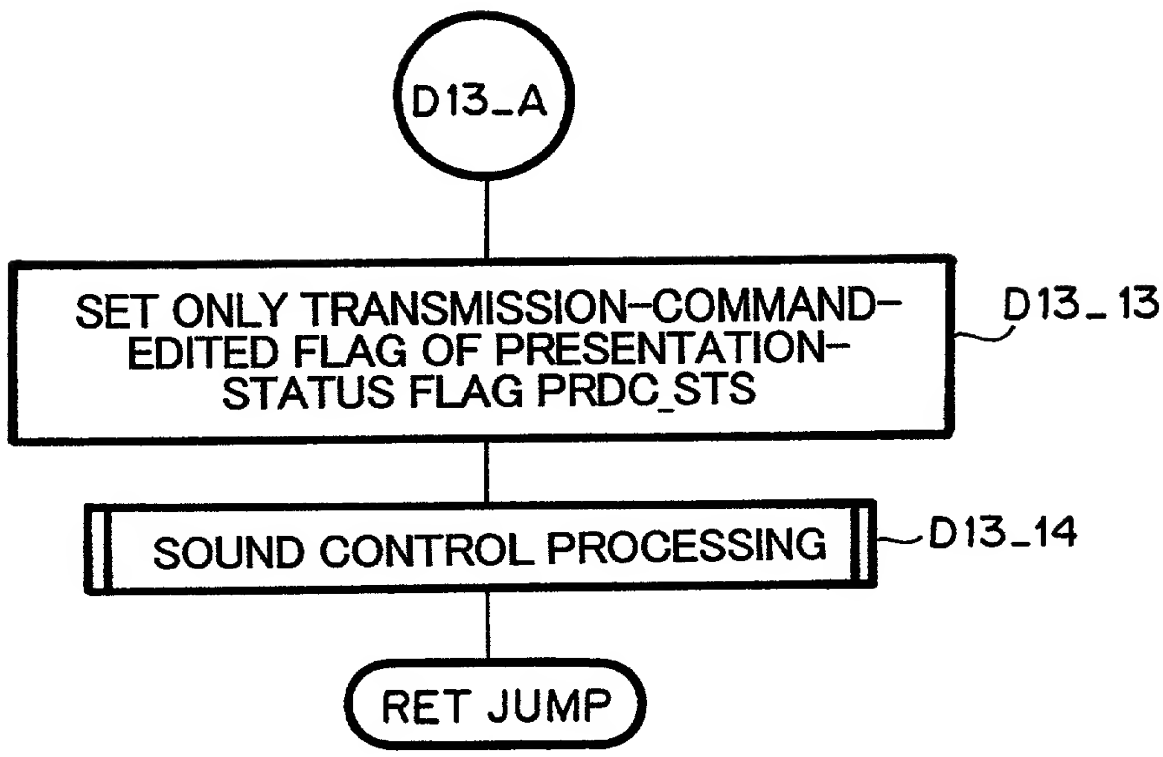

D13_A
SET ONLY TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION-STATUS FLAG PRDC_STS
D13_13
SOUND CONTROL PROCESSING
D13_14
RET JUMP

FIG.223

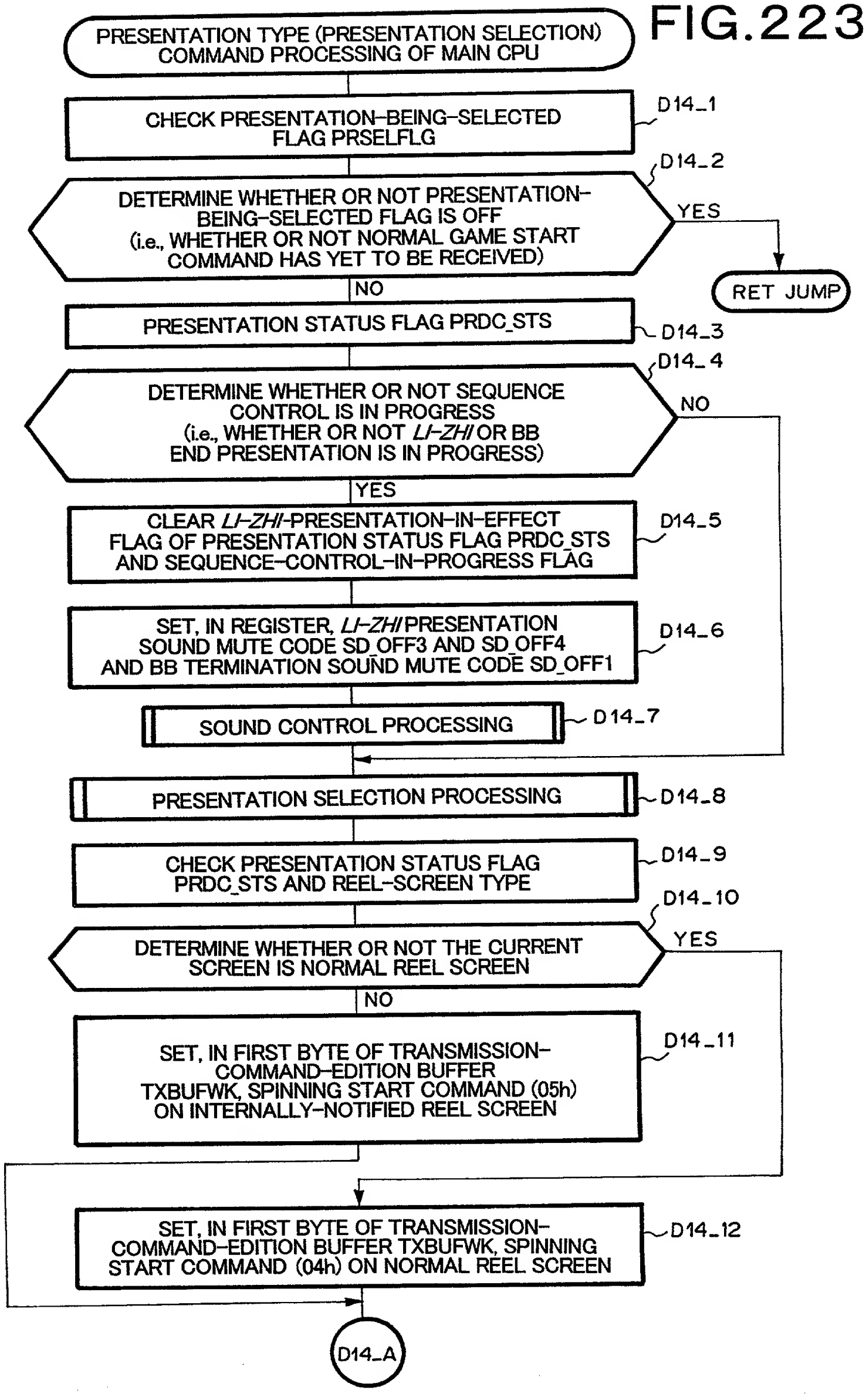

PRESENTATION TYPE (PRESENTATION SELECTION) COMMAND PROCESSING OF MAIN CPU
CHECK PRESENTATION-BEING-SELECTED FLAG PRSELFLG
D14_1
D14_2
DETERMINE WHETHER OR NOT PRESENTATION-BEING-SELECTED FLAG IS OFF (i.e., WHETHER OR NOT NORMAL GAME START COMMAND HAS YET TO BE RECEIVED)
YES
RET JUMP
NO
PRESENTATION STATUS FLAG PRDC_STS
D14_3
D14_4
DETERMINE WHETHER OR NOT SEQUENCE CONTROL IS IN PROGRESS (i.e., WHETHER OR NOT LI-ZHI OR BB END PRESENTATION IS IN PROGRESS)
NO
YES
CLEAR LI-ZHI-PRESENTATION-IN-EFFECT FLAG OF PRESENTATION STATUS FLAG PRDC_STS AND SEQUENCE-CONTROL-IN-PROGRESS FLAG
D14_5
SET, IN REGISTER, LI-ZHI PRESENTATION SOUND MUTE CODE SD_OFF3 AND SD_OFF4 AND BB TERMINATION SOUND MUTE CODE SD_OFF1
D14_6
SOUND CONTROL PROCESSING
D14_7
PRESENTATION SELECTION PROCESSING
D14_8
CHECK PRESENTATION STATUS FLAG PRDC_STS AND REEL-SCREEN TYPE
D14_9
D14_10
DETERMINE WHETHER OR NOT THE CURRENT SCREEN IS NORMAL REEL SCREEN
YES
NO
SET, IN FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK, SPINNING START COMMAND (05h) ON INTERNALLY-NOTIFIED REEL SCREEN
D14_11
SET, IN FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK, SPINNING START COMMAND (04h) ON NORMAL REEL SCREEN
D14_12
D14_A

FIG.224

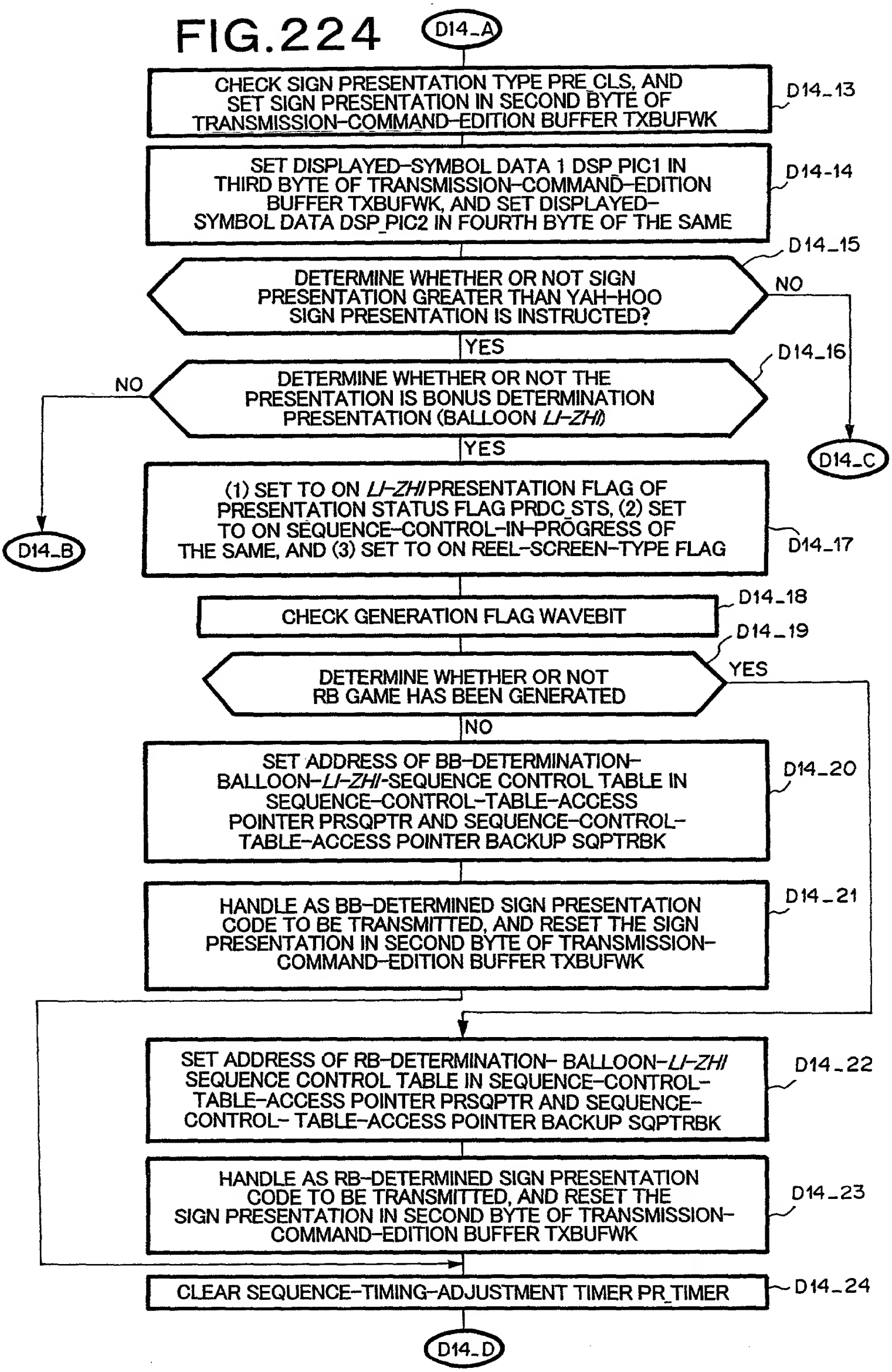

D14_A
CHECK SIGN PRESENTATION TYPE PRE_CLS, AND SET SIGN PRESENTATION IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D14_13
SET DISPLAYED-SYMBOL DATA 1 DSP_PIC1 IN THIRD BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK, AND SET DISPLAYED-SYMBOL DATA DSP_PIC2 IN FOURTH BYTE OF THE SAME
D14-14
D14_15
DETERMINE WHETHER OR NOT SIGN PRESENTATION GREATER THAN YAH-HOO SIGN PRESENTATION IS INSTRUCTED?
NO
YES
D14_16
DETERMINE WHETHER OR NOT THE PRESENTATION IS BONUS DETERMINATION PRESENTATION (BALLOON LI-ZHI)
NO
YES
D14_C
D14_B
(1) SET TO ON LI-ZHI PRESENTATION FLAG OF PRESENTATION STATUS FLAG PRDC_STS, (2) SET TO ON SEQUENCE-CONTROL-IN-PROGRESS OF THE SAME, AND (3) SET TO ON REEL-SCREEN-TYPE FLAG
D14_17
CHECK GENERATION FLAG WAVEBIT
D14_18
D14_19
DETERMINE WHETHER OR NOT RB GAME HAS BEEN GENERATED
YES
NO
SET ADDRESS OF BB-DETERMINATION-BALLOON-LI-ZHI-SEQUENCE CONTROL TABLE IN SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR AND SEQUENCE-CONTROL-TABLE-ACCESS POINTER BACKUP SQPTRBK
D14_20
HANDLE AS BB-DETERMINED SIGN PRESENTATION CODE TO BE TRANSMITTED, AND RESET THE SIGN PRESENTATION IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D14_21
SET ADDRESS OF RB-DETERMINATION- BALLOON-LI-ZHI SEQUENCE CONTROL TABLE IN SEQUENCE-CONTROL-TABLE-ACCESS POINTER PRSQPTR AND SEQUENCE-CONTROL- TABLE-ACCESS POINTER BACKUP SQPTRBK
D14_22
HANDLE AS RB-DETERMINED SIGN PRESENTATION CODE TO BE TRANSMITTED, AND RESET THE SIGN PRESENTATION IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
D14_23
CLEAR SEQUENCE-TIMING-ADJUSTMENT TIMER PR_TIMER
D14_24
D14_D

FIG.225

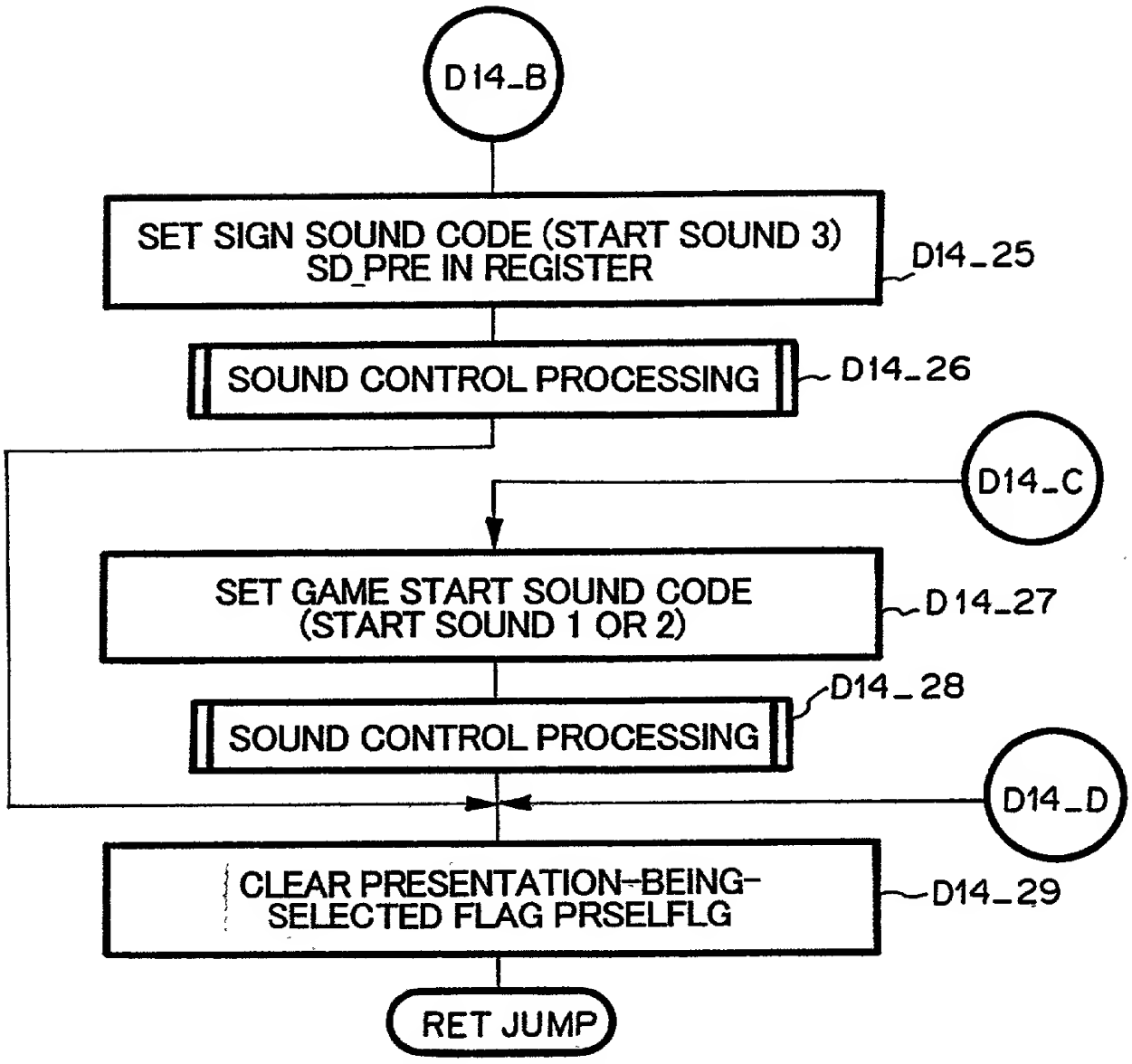


FIG.226

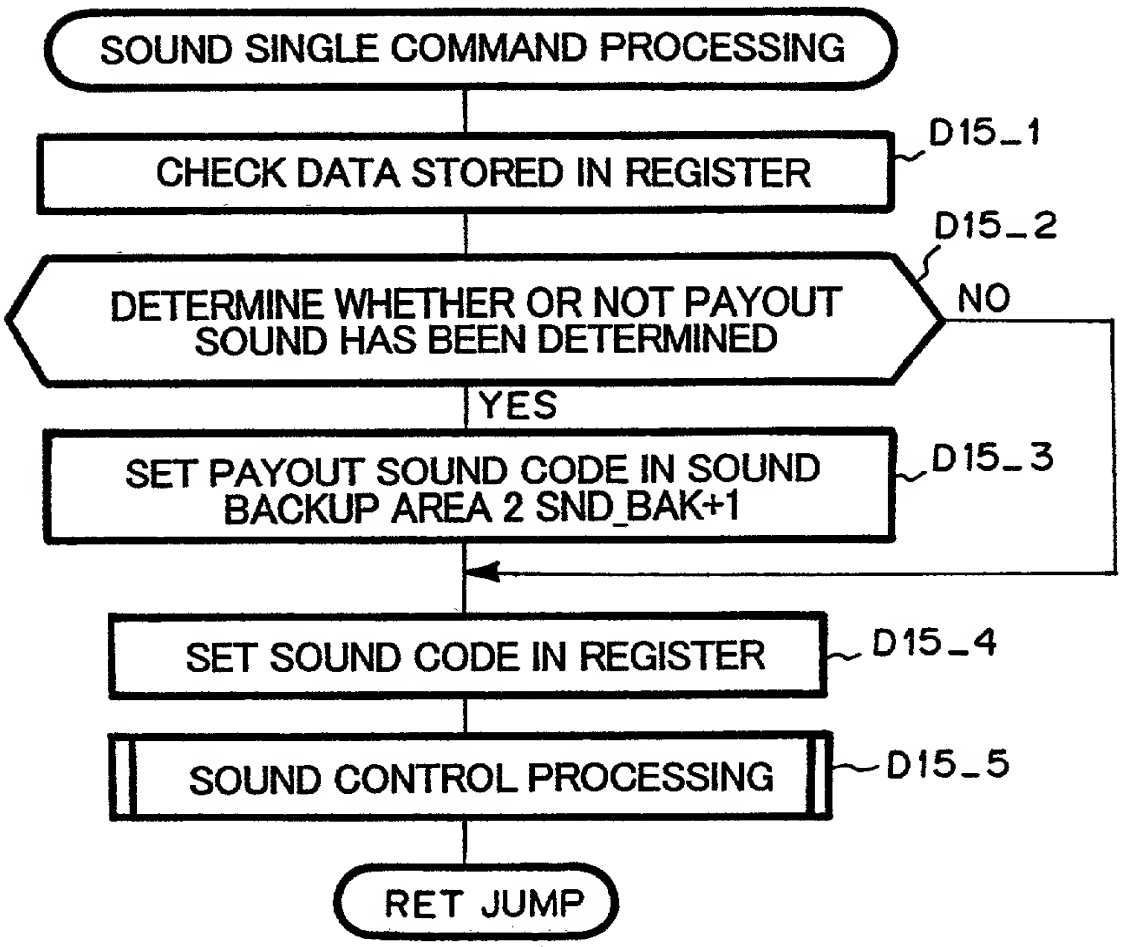


FIG.227

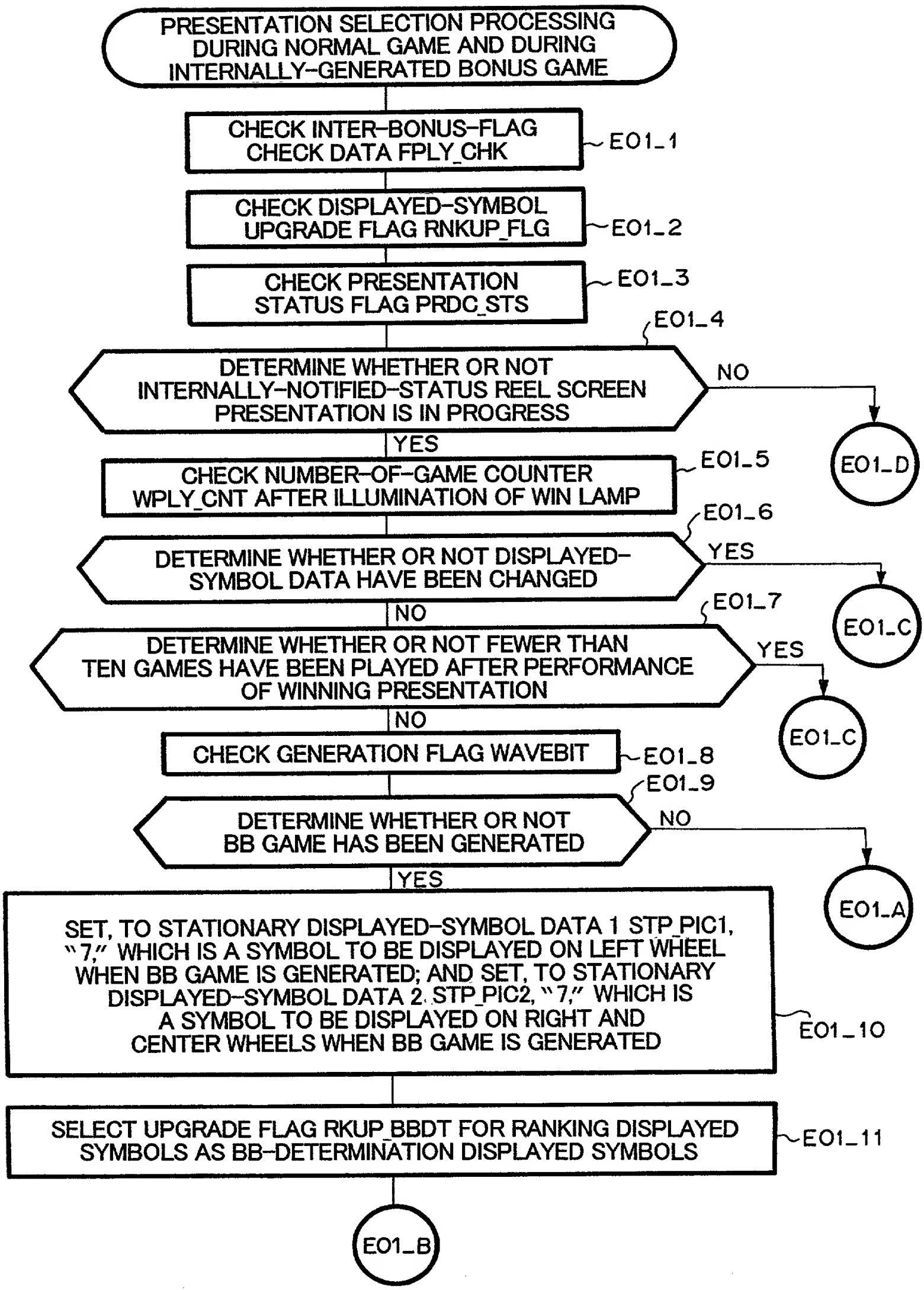

PRESENTATION SELECTION PROCESSING DURING NORMAL GAME AND DURING INTERNALLY-GENERATED BONUS GAME
CHECK INTER-BONUS-FLAG CHECK DATA FPLY_CHK
E01_1
CHECK DISPLAYED-SYMBOL UPGRADE FLAG RNKUP_FLG
E01_2
CHECK PRESENTATION STATUS FLAG PRDC_STS
E01_3
E01_4
DETERMINE WHETHER OR NOT INTERNALLY-NOTIFIED-STATUS REEL SCREEN PRESENTATION IS IN PROGRESS
NO
E01_D
YES
CHECK NUMBER-OF-GAME COUNTER WPLY_CNT AFTER ILLUMINATION OF WIN LAMP
E01_5
E01_6
DETERMINE WHETHER OR NOT DISPLAYED-SYMBOL DATA HAVE BEEN CHANGED
YES
E01_C
NO
E01_7
DETERMINE WHETHER OR NOT FEWER THAN TEN GAMES HAVE BEEN PLAYED AFTER PERFORMANCE OF WINNING PRESENTATION
YES
E01_C
NO
CHECK GENERATION FLAG WAVEBIT
E01_8
E01_9
DETERMINE WHETHER OR NOT BB GAME HAS BEEN GENERATED
NO
E01_A
YES
SET, TO STATIONARY DISPLAYED-SYMBOL DATA 1 STP_PIC1, "7," WHICH IS A SYMBOL TO BE DISPLAYED ON LEFT WHEEL WHEN BB GAME IS GENERATED; AND SET, TO STATIONARY DISPLAYED-SYMBOL DATA 2 STP_PIC2, "7," WHICH IS A SYMBOL TO BE DISPLAYED ON RIGHT AND CENTER WHEELS WHEN BB GAME IS GENERATED
E01_10
SELECT UPGRADE FLAG RKUP_BBDT FOR RANKING DISPLAYED SYMBOLS AS BB-DETERMINATION DISPLAYED SYMBOLS
E01_11
E01_B

FIG.228

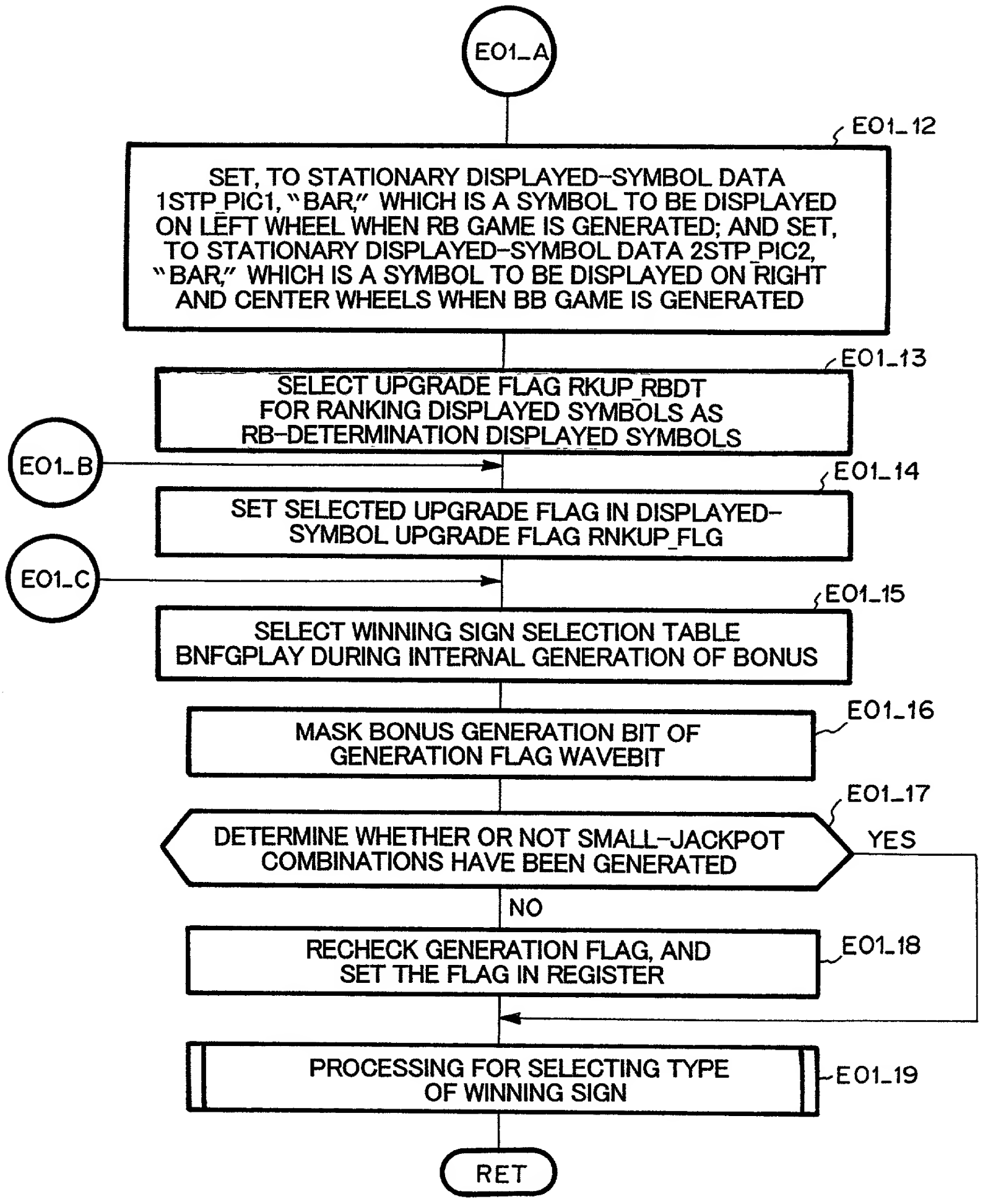

E01_A
E01_12
SET, TO STATIONARY DISPLAYED-SYMBOL DATA 1STP_PIC1, "BAR," WHICH IS A SYMBOL TO BE DISPLAYED ON LEFT WHEEL WHEN RB GAME IS GENERATED; AND SET, TO STATIONARY DISPLAYED-SYMBOL DATA 2STP_PIC2, "BAR," WHICH IS A SYMBOL TO BE DISPLAYED ON RIGHT AND CENTER WHEELS WHEN BB GAME IS GENERATED
E01_13
SELECT UPGRADE FLAG RKUP_RBDT FOR RANKING DISPLAYED SYMBOLS AS RB-DETERMINATION DISPLAYED SYMBOLS
E01_B
E01_14
SET SELECTED UPGRADE FLAG IN DISPLAYED-SYMBOL UPGRADE FLAG RNKUP_FLG
E01_C
E01_15
SELECT WINNING SIGN SELECTION TABLE BNFGPLAY DURING INTERNAL GENERATION OF BONUS
E01_16
MASK BONUS GENERATION BIT OF GENERATION FLAG WAVEBIT
E01_17
DETERMINE WHETHER OR NOT SMALL-JACKPOT COMBINATIONS HAVE BEEN GENERATED
YES
NO
E01_18
RECHECK GENERATION FLAG, AND SET THE FLAG IN REGISTER
E01_19
PROCESSING FOR SELECTING TYPE OF WINNING SIGN
RET

FIG.229

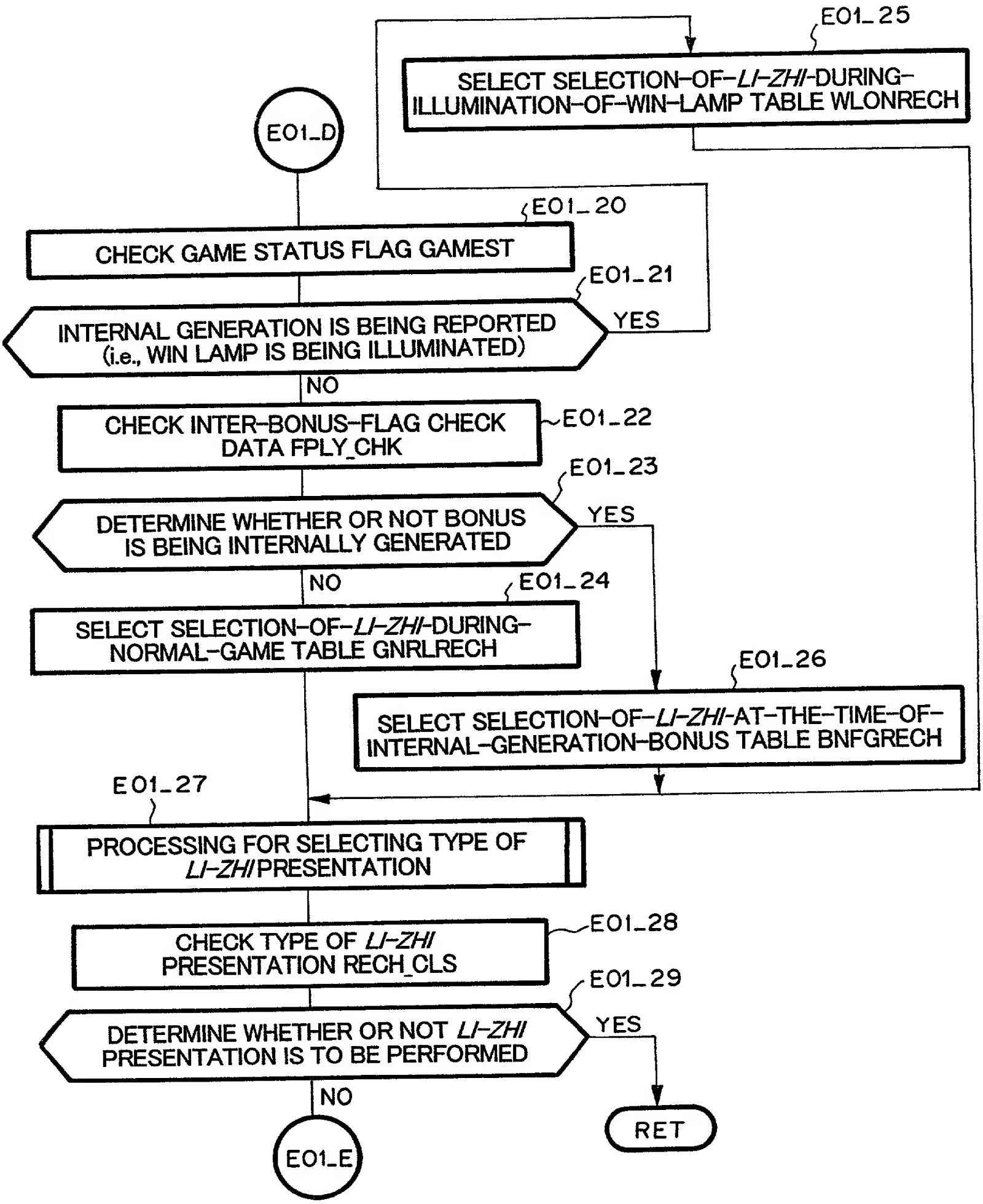

E01_25
SELECT SELECTION-OF-*LI-ZHI*-DURING-ILLUMINATION-OF-WIN-LAMP TABLE WLONRECH
E01_D
E01_20
CHECK GAME STATUS FLAG GAMEST
E01_21
INTERNAL GENERATION IS BEING REPORTED (i.e., WIN LAMP IS BEING ILLUMINATED)
YES
NO
CHECK INTER-BONUS-FLAG CHECK DATA FPLY_CHK
E01_22
E01_23
DETERMINE WHETHER OR NOT BONUS IS BEING INTERNALLY GENERATED
YES
NO
E01_24
SELECT SELECTION-OF-*LI-ZHI*-DURING-NORMAL-GAME TABLE GNRLRECH
E01_26
SELECT SELECTION-OF-*LI-ZHI*-AT-THE-TIME-OF-INTERNAL-GENERATION-BONUS TABLE BNFGRECH
E01_27
PROCESSING FOR SELECTING TYPE OF *LI-ZHI* PRESENTATION
E01_28
CHECK TYPE OF *LI-ZHI* PRESENTATION RECH_CLS
E01_29
DETERMINE WHETHER OR NOT *LI-ZHI* PRESENTATION IS TO BE PERFORMED
YES
NO
RET
E01_E

FIG.230

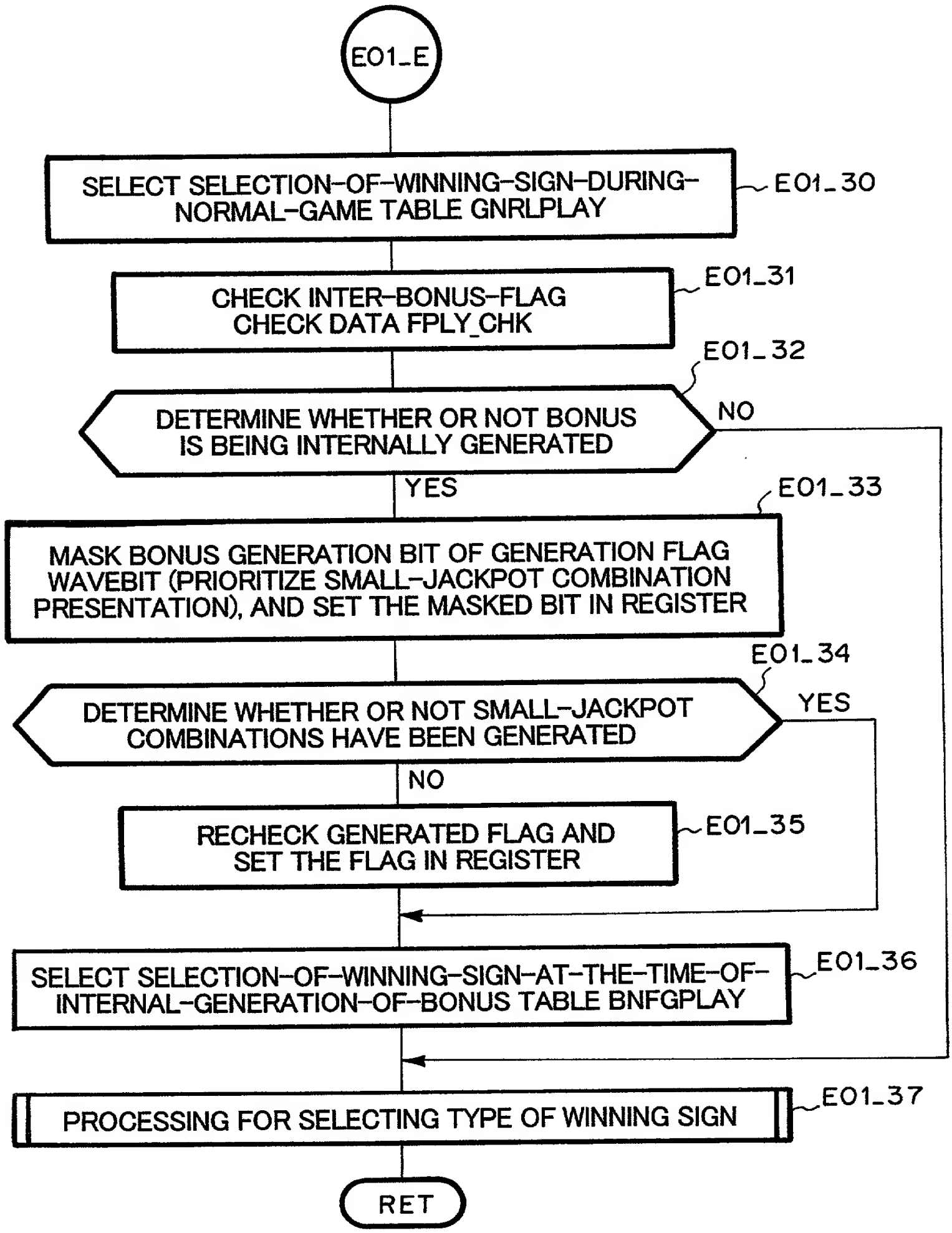

E01_E
SELECT SELECTION-OF-WINNING-SIGN-DURING-NORMAL-GAME TABLE GNRLPLAY
E01_30
CHECK INTER-BONUS-FLAG CHECK DATA FPLY_CHK
E01_31
DETERMINE WHETHER OR NOT BONUS IS BEING INTERNALLY GENERATED
E01_32
NO
YES
MASK BONUS GENERATION BIT OF GENERATION FLAG WAVEBIT (PRIORITIZE SMALL-JACKPOT COMBINATION PRESENTATION), AND SET THE MASKED BIT IN REGISTER
E01_33
DETERMINE WHETHER OR NOT SMALL-JACKPOT COMBINATIONS HAVE BEEN GENERATED
E01_34
YES
NO
RECHECK GENERATED FLAG AND SET THE FLAG IN REGISTER
E01_35
SELECT SELECTION-OF-WINNING-SIGN-AT-THE-TIME-OF-INTERNAL-GENERATION-OF-BONUS TABLE BNFGPLAY
E01_36
PROCESSING FOR SELECTING TYPE OF WINNING SIGN
E01_37
RET

FIG.231

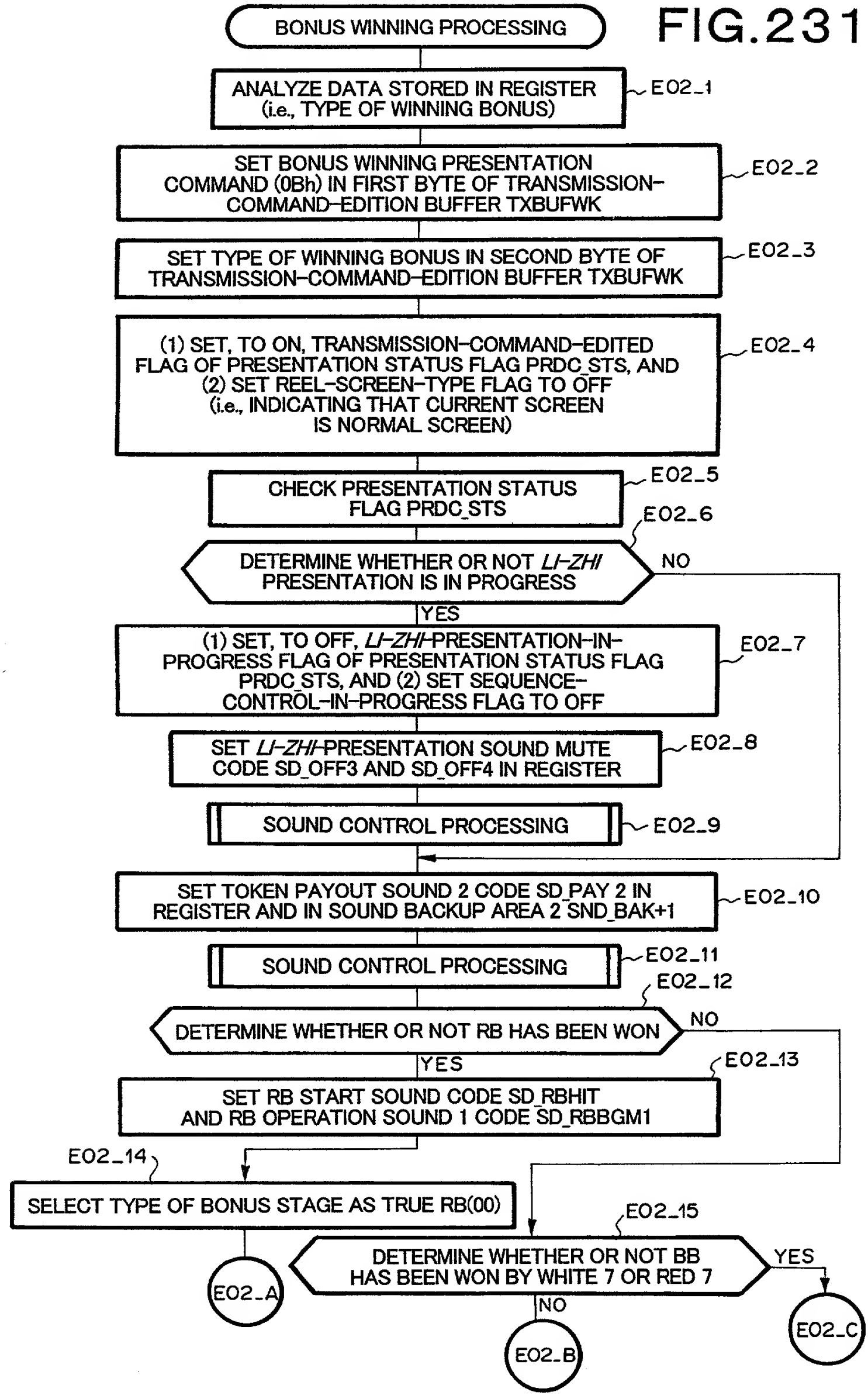

BONUS WINNING PROCESSING
ANALYZE DATA STORED IN REGISTER (i.e., TYPE OF WINNING BONUS)
E02_1
SET BONUS WINNING PRESENTATION COMMAND (0Bh) IN FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E02_2
SET TYPE OF WINNING BONUS IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E02_3
(1) SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS, AND (2) SET REEL-SCREEN-TYPE FLAG TO OFF (i.e., INDICATING THAT CURRENT SCREEN IS NORMAL SCREEN)
E02_4
CHECK PRESENTATION STATUS FLAG PRDC_STS
E02_5
E02_6
DETERMINE WHETHER OR NOT LI-ZHI PRESENTATION IS IN PROGRESS
NO
YES
(1) SET, TO OFF, LI-ZHI-PRESENTATION-IN-PROGRESS FLAG OF PRESENTATION STATUS FLAG PRDC_STS, AND (2) SET SEQUENCE-CONTROL-IN-PROGRESS FLAG TO OFF
E02_7
SET LI-ZHI-PRESENTATION SOUND MUTE CODE SD_OFF3 AND SD_OFF4 IN REGISTER
E02_8
SOUND CONTROL PROCESSING
E02_9
SET TOKEN PAYOUT SOUND 2 CODE SD_PAY 2 IN REGISTER AND IN SOUND BACKUP AREA 2 SND_BAK+1
E02_10
SOUND CONTROL PROCESSING
E02_11
E02_12
DETERMINE WHETHER OR NOT RB HAS BEEN WON
NO
YES
E02_13
SET RB START SOUND CODE SD_RBHIT AND RB OPERATION SOUND 1 CODE SD_RBBGM1
E02_14
SELECT TYPE OF BONUS STAGE AS TRUE RB(00)
E02_15
DETERMINE WHETHER OR NOT BB HAS BEEN WON BY WHITE 7 OR RED 7
YES
NO
E02_A
E02_B
E02_C

FIG.232

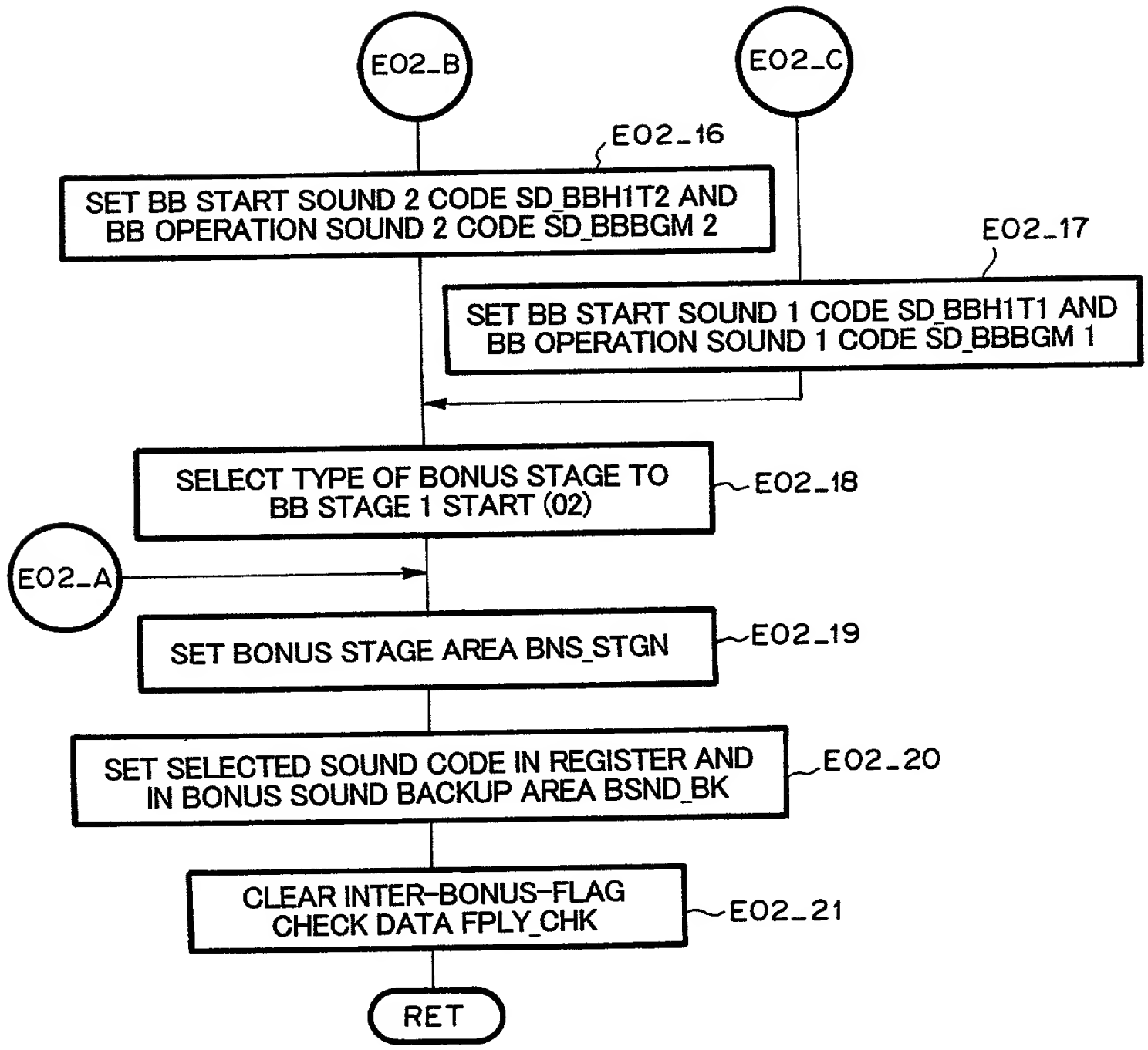

E02_B
E02_C
E02_16
SET BB START SOUND 2 CODE SD_BBH1T2 AND BB OPERATION SOUND 2 CODE SD_BBBGM 2
E02_17
SET BB START SOUND 1 CODE SD_BBH1T1 AND BB OPERATION SOUND 1 CODE SD_BBBGM 1
SELECT TYPE OF BONUS STAGE TO BB STAGE 1 START (02)
E02_18
E02_A
SET BONUS STAGE AREA BNS_STGN
E02_19
SET SELECTED SOUND CODE IN REGISTER AND IN BONUS SOUND BACKUP AREA BSND_BK
E02_20
CLEAR INTER-BONUS-FLAG CHECK DATA FPLY_CHK
E02_21
RET

FIG.233

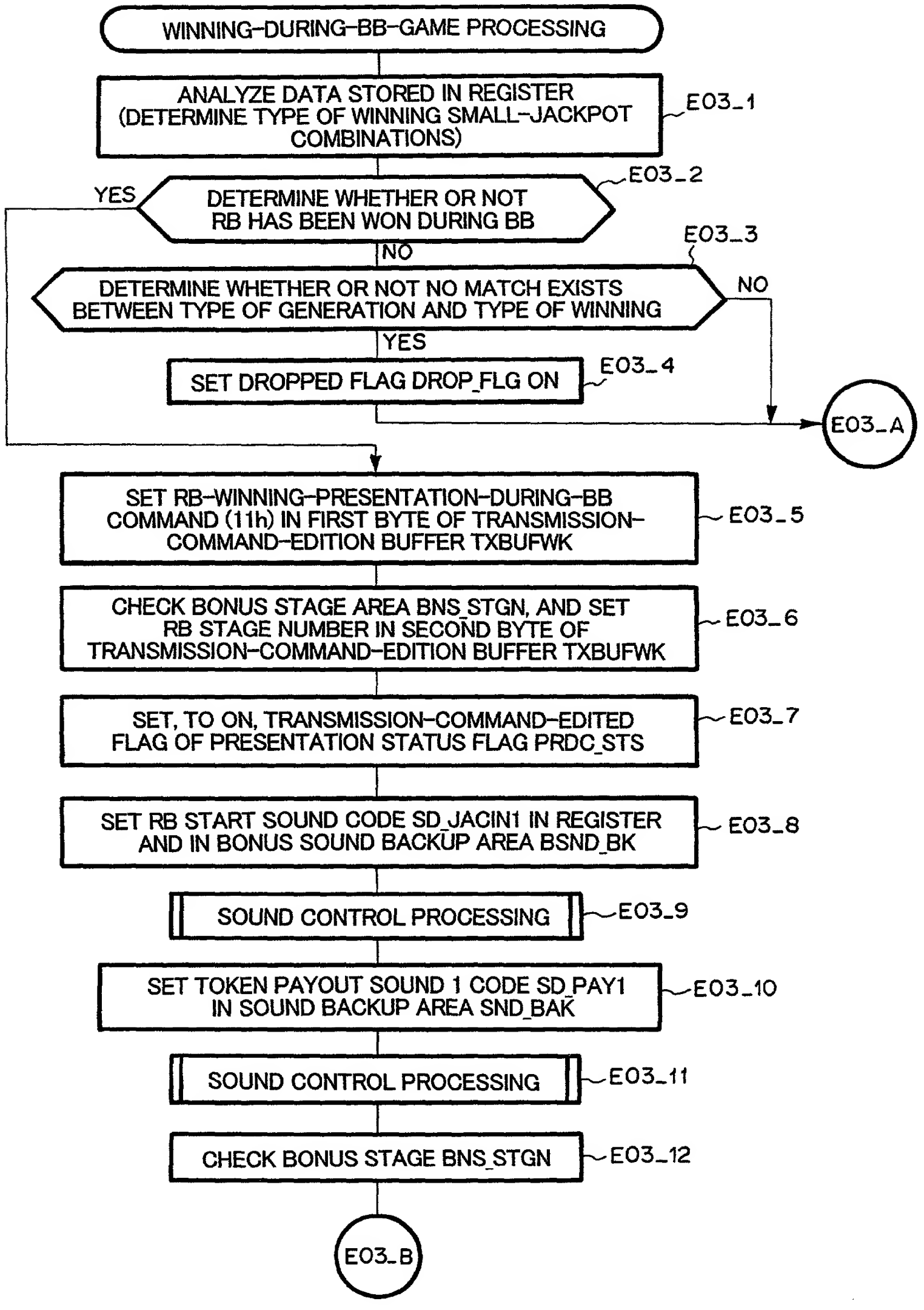

WINNING-DURING-BB-GAME PROCESSING
ANALYZE DATA STORED IN REGISTER (DETERMINE TYPE OF WINNING SMALL-JACKPOT COMBINATIONS)
E03_1
DETERMINE WHETHER OR NOT RB HAS BEEN WON DURING BB
E03_2
YES
NO
DETERMINE WHETHER OR NOT NO MATCH EXISTS BETWEEN TYPE OF GENERATION AND TYPE OF WINNING
E03_3
NO
YES
SET DROPPED FLAG DROP_FLG ON
E03_4
E03_A
SET RB-WINNING-PRESENTATION-DURING-BB COMMAND (11h) IN FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E03_5
CHECK BONUS STAGE AREA BNS_STGN, AND SET RB STAGE NUMBER IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E03_6
SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS
E03_7
SET RB START SOUND CODE SD_JACIN1 IN REGISTER AND IN BONUS SOUND BACKUP AREA BSND_BK
E03_8
SOUND CONTROL PROCESSING
E03_9
SET TOKEN PAYOUT SOUND 1 CODE SD_PAY1 IN SOUND BACKUP AREA SND_BAK
E03_10
SOUND CONTROL PROCESSING
E03_11
CHECK BONUS STAGE BNS_STGN
E03_12
E03_B

FIG.234

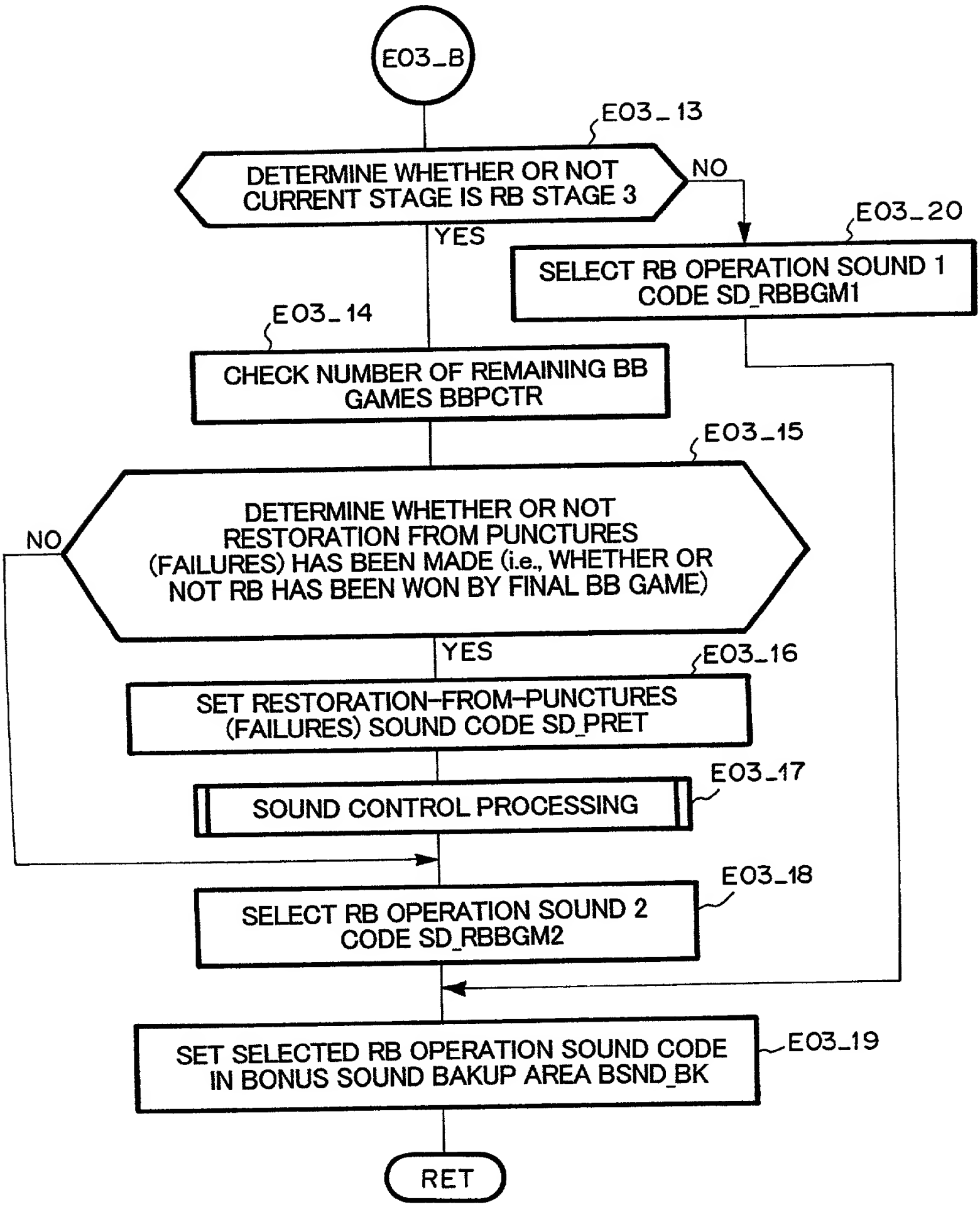

E03_B
E03_13
DETERMINE WHETHER OR NOT CURRENT STAGE IS RB STAGE 3
NO
YES
E03_20
SELECT RB OPERATION SOUND 1 CODE SD_RBBGM1
E03_14
CHECK NUMBER OF REMAINING BB GAMES BBPCTR
E03_15
DETERMINE WHETHER OR NOT RESTORATION FROM PUNCTURES (FAILURES) HAS BEEN MADE (i.e., WHETHER OR NOT RB HAS BEEN WON BY FINAL BB GAME)
NO
YES
E03_16
SET RESTORATION-FROM-PUNCTURES (FAILURES) SOUND CODE SD_PRET
E03_17
SOUND CONTROL PROCESSING
E03_18
SELECT RB OPERATION SOUND 2 CODE SD_RBBGM2
E03_19
SET SELECTED RB OPERATION SOUND CODE IN BONUS SOUND BAKUP AREA BSND_BK
RET

FIG.235

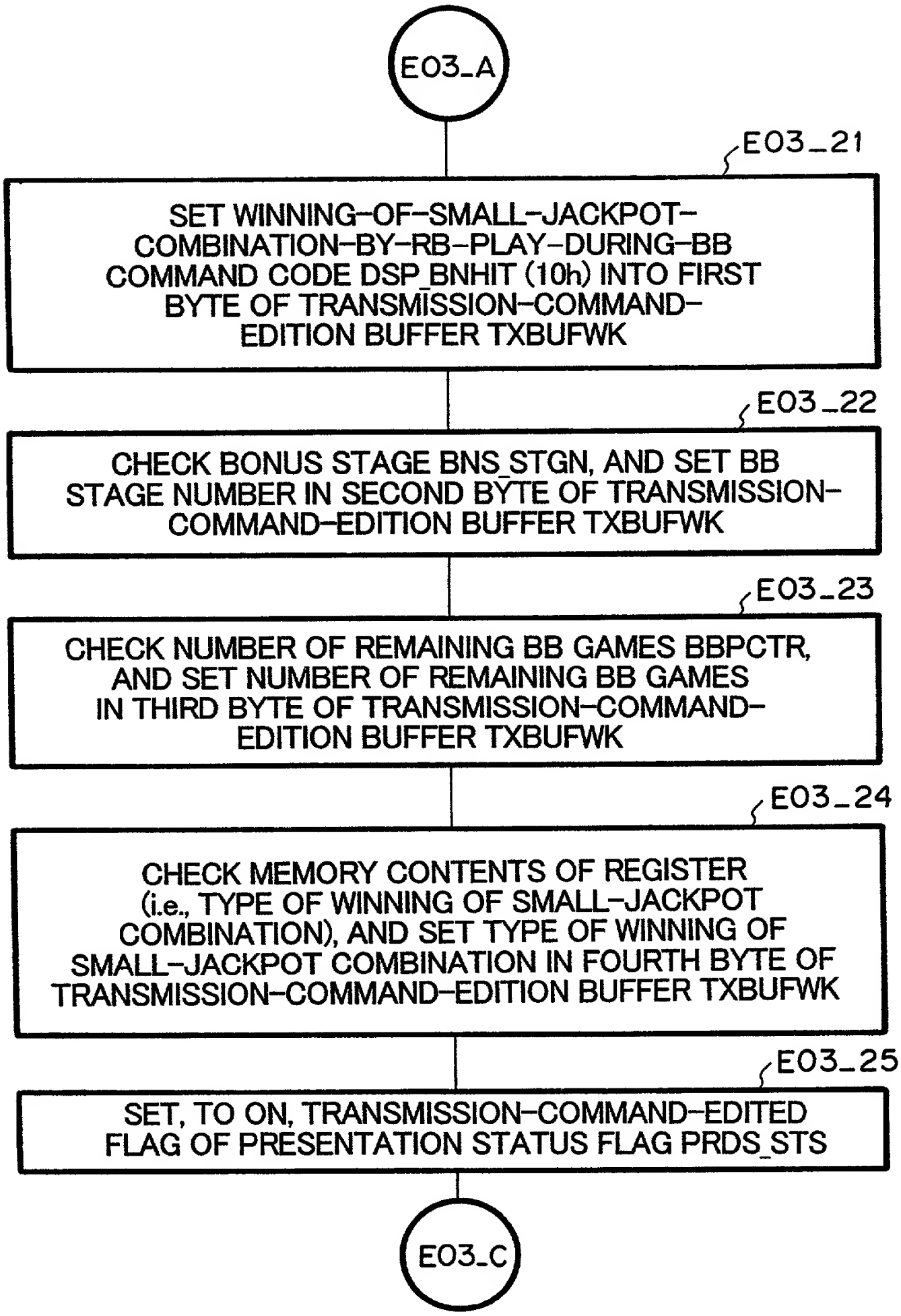

E03_A
E03_21
SET WINNING-OF-SMALL-JACKPOT-COMBINATION-BY-RB-PLAY-DURING-BB COMMAND CODE DSP_BNHIT (10h) INTO FIRST BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E03_22
CHECK BONUS STAGE BNS_STGN, AND SET BB STAGE NUMBER IN SECOND BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E03_23
CHECK NUMBER OF REMAINING BB GAMES BBPCTR, AND SET NUMBER OF REMAINING BB GAMES IN THIRD BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E03_24
CHECK MEMORY CONTENTS OF REGISTER (i.e., TYPE OF WINNING OF SMALL-JACKPOT COMBINATION), AND SET TYPE OF WINNING OF SMALL-JACKPOT COMBINATION IN FOURTH BYTE OF TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
E03_25
SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDS_STS
E03_C

FIG.236

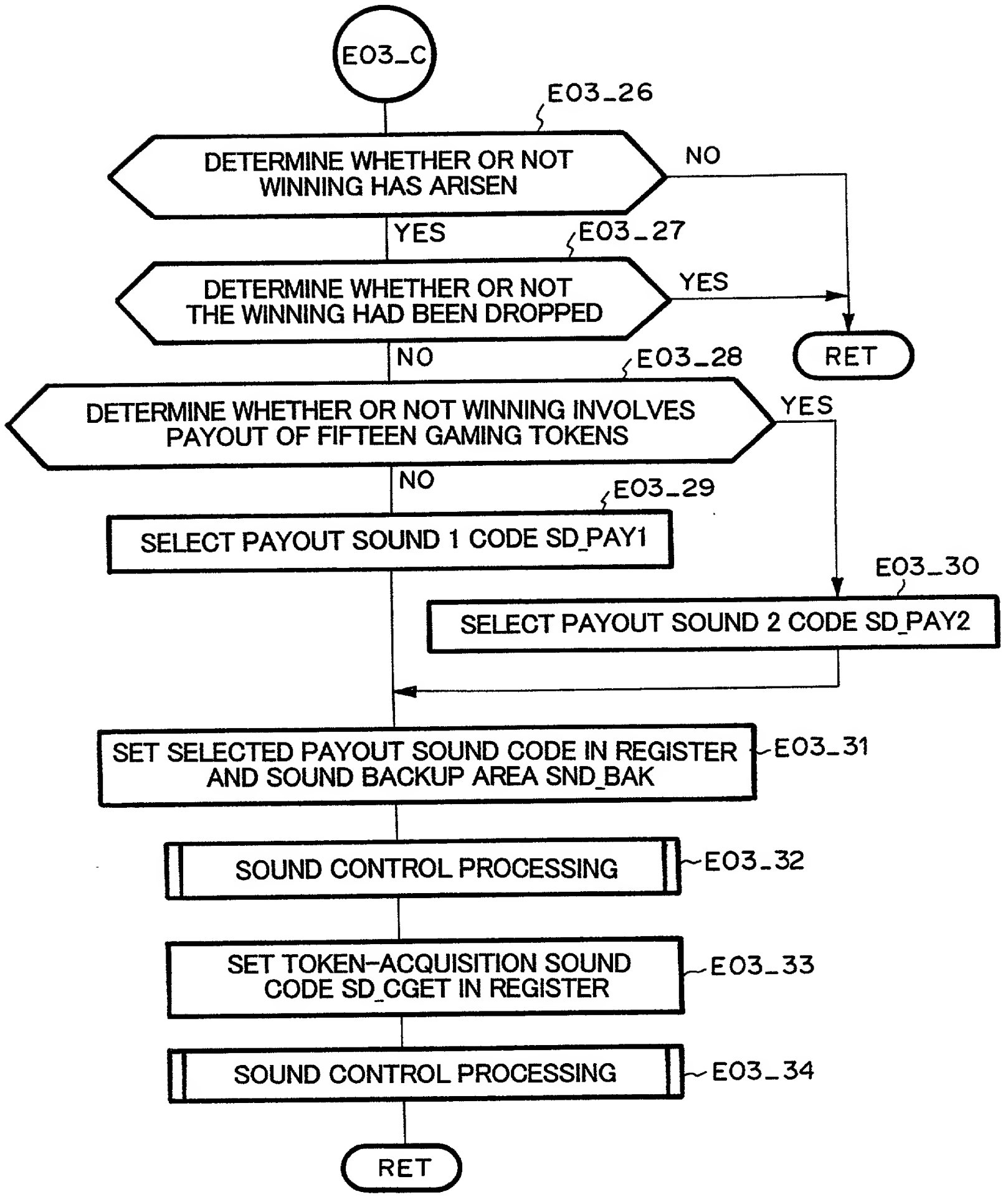

E03_C
E03_26
DETERMINE WHETHER OR NOT WINNING HAS ARISEN
NO
YES
E03_27
DETERMINE WHETHER OR NOT THE WINNING HAD BEEN DROPPED
YES
RET
NO
E03_28
DETERMINE WHETHER OR NOT WINNING INVOLVES PAYOUT OF FIFTEEN GAMING TOKENS
YES
NO
E03_29
SELECT PAYOUT SOUND 1 CODE SD_PAY1
E03_30
SELECT PAYOUT SOUND 2 CODE SD_PAY2
SET SELECTED PAYOUT SOUND CODE IN REGISTER AND SOUND BACKUP AREA SND_BAK
E03_31
SOUND CONTROL PROCESSING
E03_32
SET TOKEN-ACQUISITION SOUND CODE SD_CGET IN REGISTER
E03_33
SOUND CONTROL PROCESSING
E03_34
RET

FIG.237

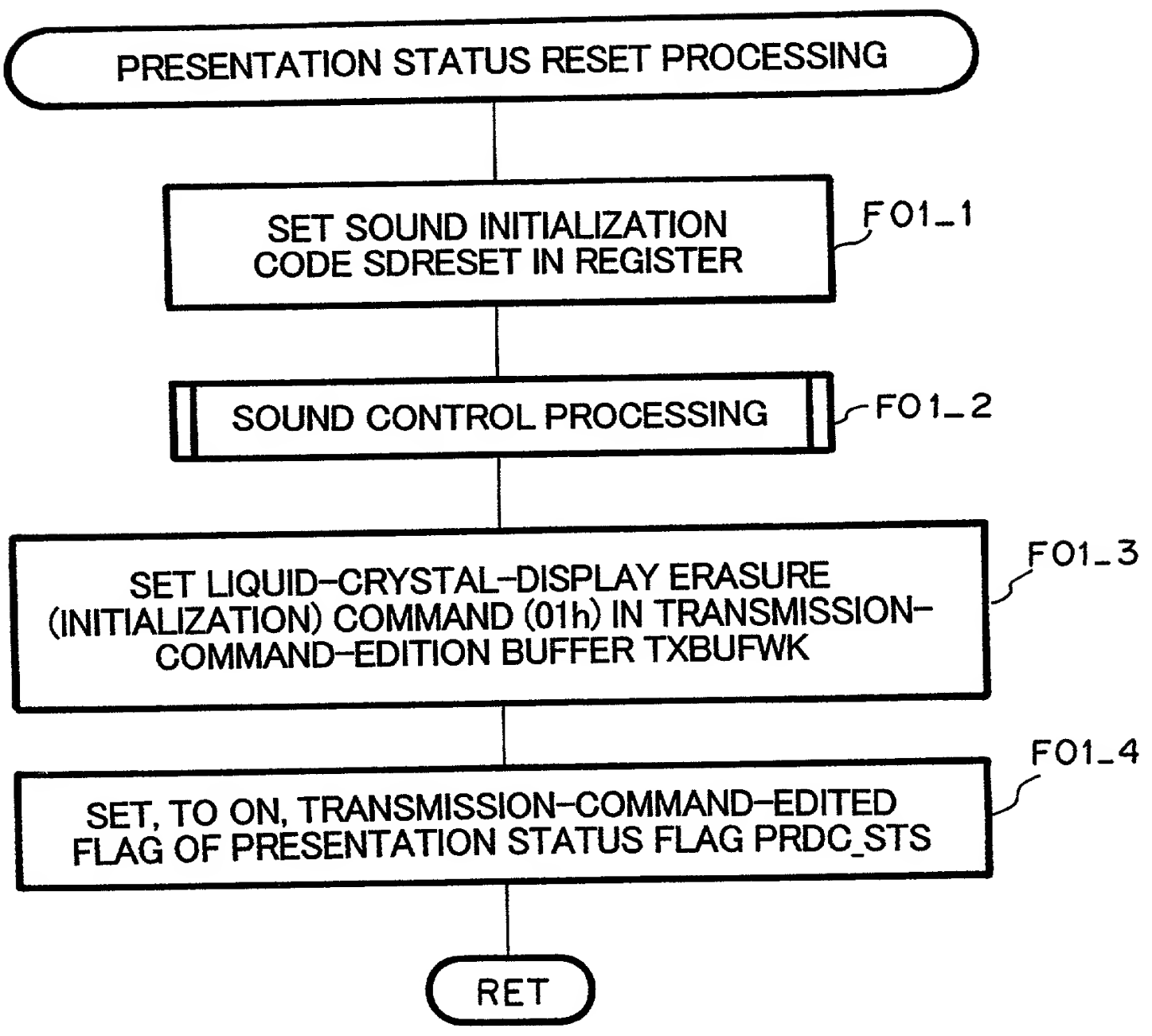

PRESENTATION STATUS RESET PROCESSING
SET SOUND INITIALIZATION CODE SDRESET IN REGISTER
F01_1
SOUND CONTROL PROCESSING
F01_2
SET LIQUID-CRYSTAL-DISPLAY ERASURE (INITIALIZATION) COMMAND (01h) IN TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK
F01_3
SET, TO ON, TRANSMISSION-COMMAND-EDITED FLAG OF PRESENTATION STATUS FLAG PRDC_STS
F01_4
RET

FIG.238

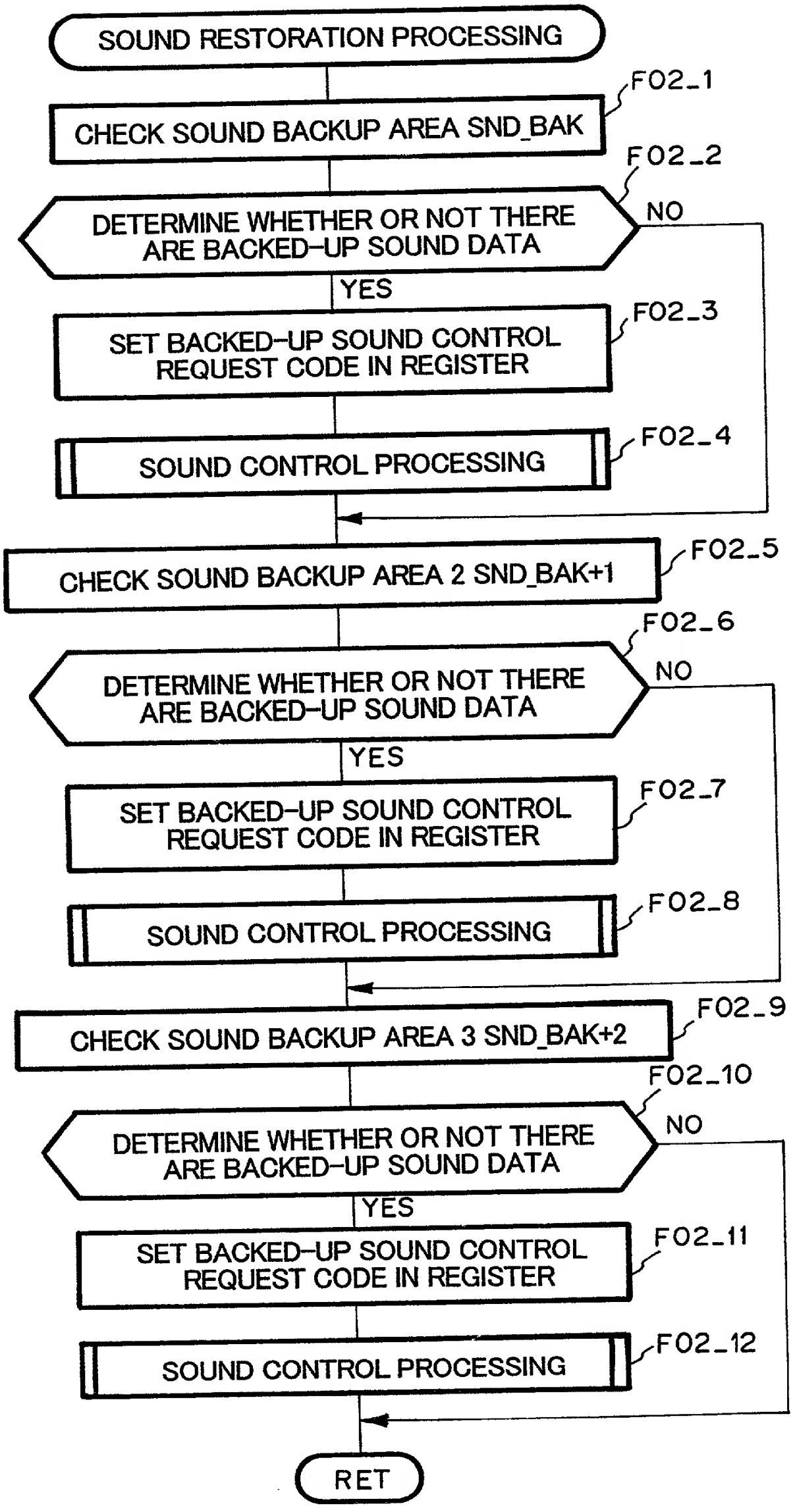

SOUND RESTORATION PROCESSING
F02_1
CHECK SOUND BACKUP AREA SND_BAK
F02_2
DETERMINE WHETHER OR NOT THERE ARE BACKED-UP SOUND DATA
NO
YES
F02_3
SET BACKED-UP SOUND CONTROL REQUEST CODE IN REGISTER
F02_4
SOUND CONTROL PROCESSING
F02_5
CHECK SOUND BACKUP AREA 2 SND_BAK+1
F02_6
DETERMINE WHETHER OR NOT THERE ARE BACKED-UP SOUND DATA
NO
YES
F02_7
SET BACKED-UP SOUND CONTROL REQUEST CODE IN REGISTER
F02_8
SOUND CONTROL PROCESSING
F02_9
CHECK SOUND BACKUP AREA 3 SND_BAK+2
F02_10
DETERMINE WHETHER OR NOT THERE ARE BACKED-UP SOUND DATA
NO
YES
F02_11
SET BACKED-UP SOUND CONTROL REQUEST CODE IN REGISTER
F02_12
SOUND CONTROL PROCESSING
RET

FIG.239

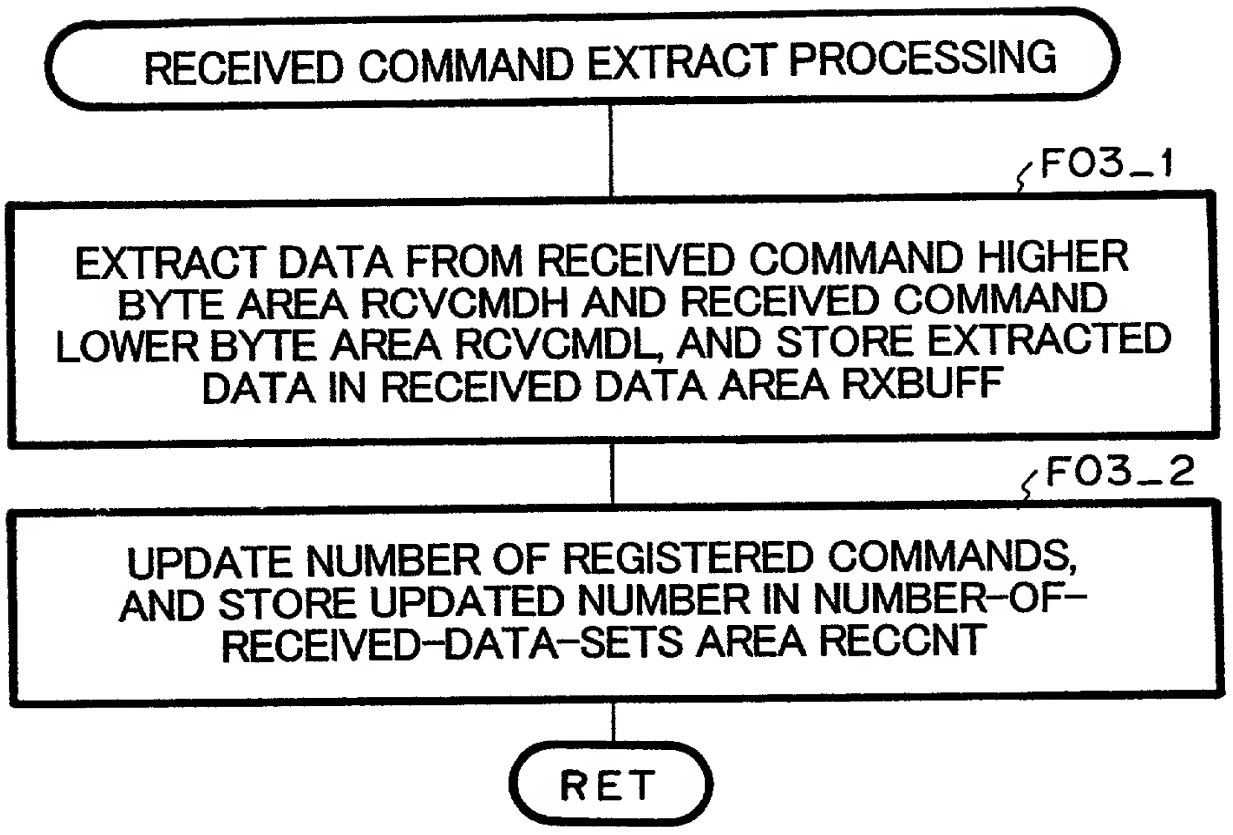


FIG.240

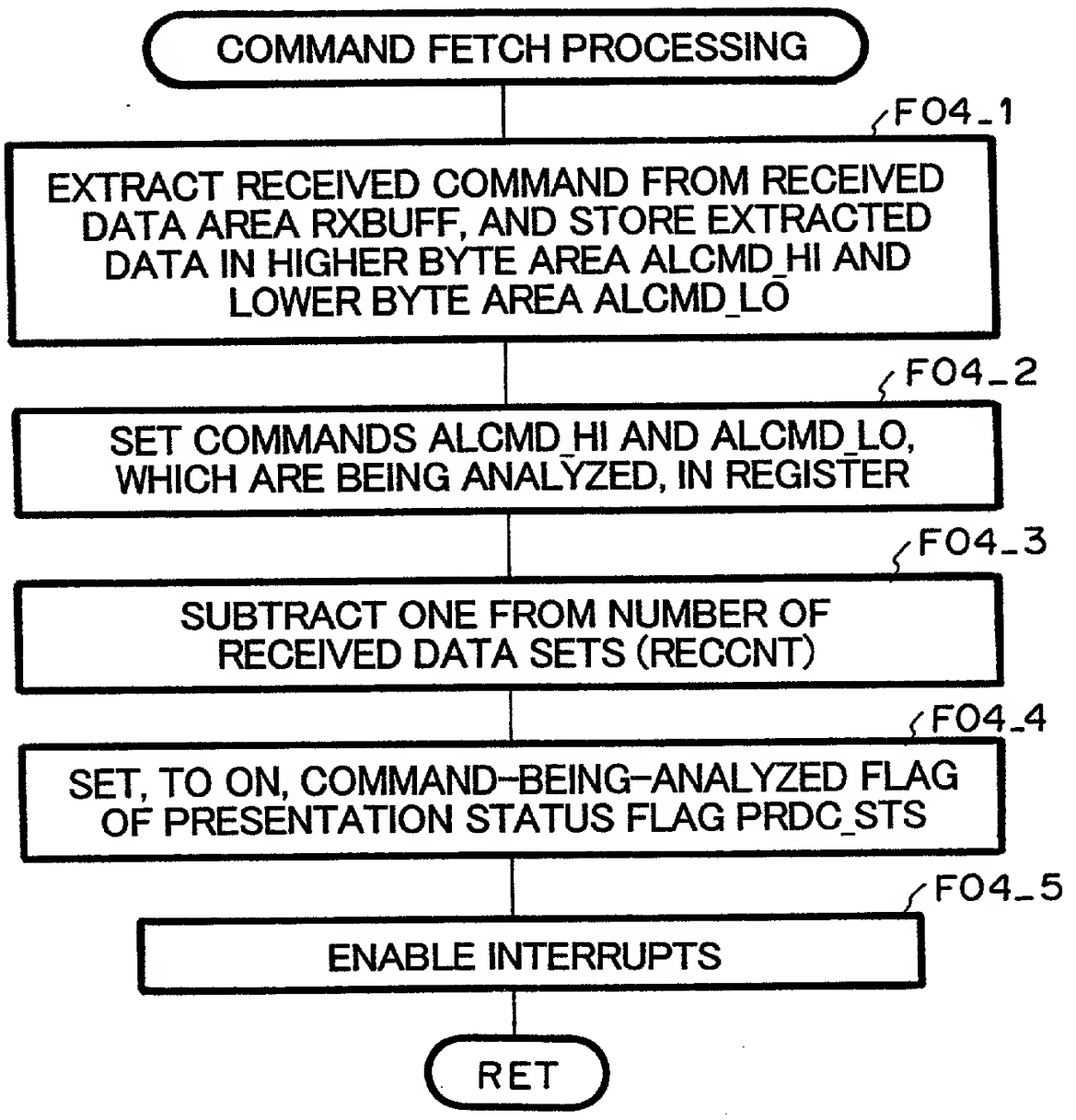


FIG.241

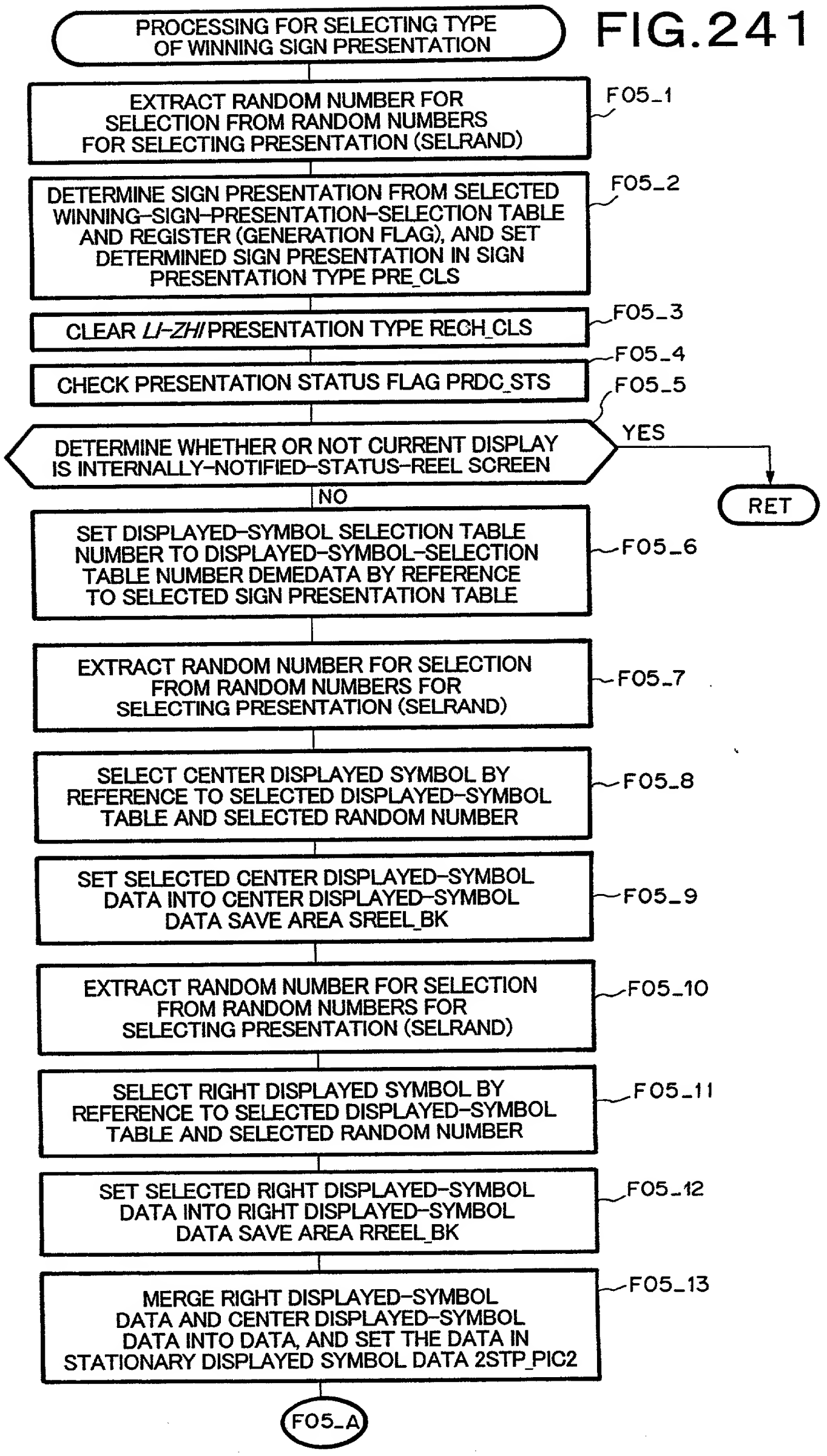

PROCESSING FOR SELECTING TYPE OF WINNING SIGN PRESENTATION
EXTRACT RANDOM NUMBER FOR SELECTION FROM RANDOM NUMBERS FOR SELECTING PRESENTATION (SELRAND)
F05_1
DETERMINE SIGN PRESENTATION FROM SELECTED WINNING-SIGN-PRESENTATION-SELECTION TABLE AND REGISTER (GENERATION FLAG), AND SET DETERMINED SIGN PRESENTATION IN SIGN PRESENTATION TYPE PRE_CLS
F05_2
CLEAR LI-ZHI PRESENTATION TYPE RECH_CLS
F05_3
CHECK PRESENTATION STATUS FLAG PRDC_STS
F05_4
DETERMINE WHETHER OR NOT CURRENT DISPLAY IS INTERNALLY-NOTIFIED-STATUS-REEL SCREEN
F05_5
YES
RET
NO
SET DISPLAYED-SYMBOL SELECTION TABLE NUMBER TO DISPLAYED-SYMBOL-SELECTION TABLE NUMBER DEMEDATA BY REFERENCE TO SELECTED SIGN PRESENTATION TABLE
F05_6
EXTRACT RANDOM NUMBER FOR SELECTION FROM RANDOM NUMBERS FOR SELECTING PRESENTATION (SELRAND)
F05_7
SELECT CENTER DISPLAYED SYMBOL BY REFERENCE TO SELECTED DISPLAYED-SYMBOL TABLE AND SELECTED RANDOM NUMBER
F05_8
SET SELECTED CENTER DISPLAYED-SYMBOL DATA INTO CENTER DISPLAYED-SYMBOL DATA SAVE AREA SREEL_BK
F05_9
EXTRACT RANDOM NUMBER FOR SELECTION FROM RANDOM NUMBERS FOR SELECTING PRESENTATION (SELRAND)
F05_10
SELECT RIGHT DISPLAYED SYMBOL BY REFERENCE TO SELECTED DISPLAYED-SYMBOL TABLE AND SELECTED RANDOM NUMBER
F05_11
SET SELECTED RIGHT DISPLAYED-SYMBOL DATA INTO RIGHT DISPLAYED-SYMBOL DATA SAVE AREA RREEL_BK
F05_12
MERGE RIGHT DISPLAYED-SYMBOL DATA AND CENTER DISPLAYED-SYMBOL DATA INTO DATA, AND SET THE DATA IN STATIONARY DISPLAYED SYMBOL DATA 2STP_PIC2
F05_13
F05_A

FIG.242

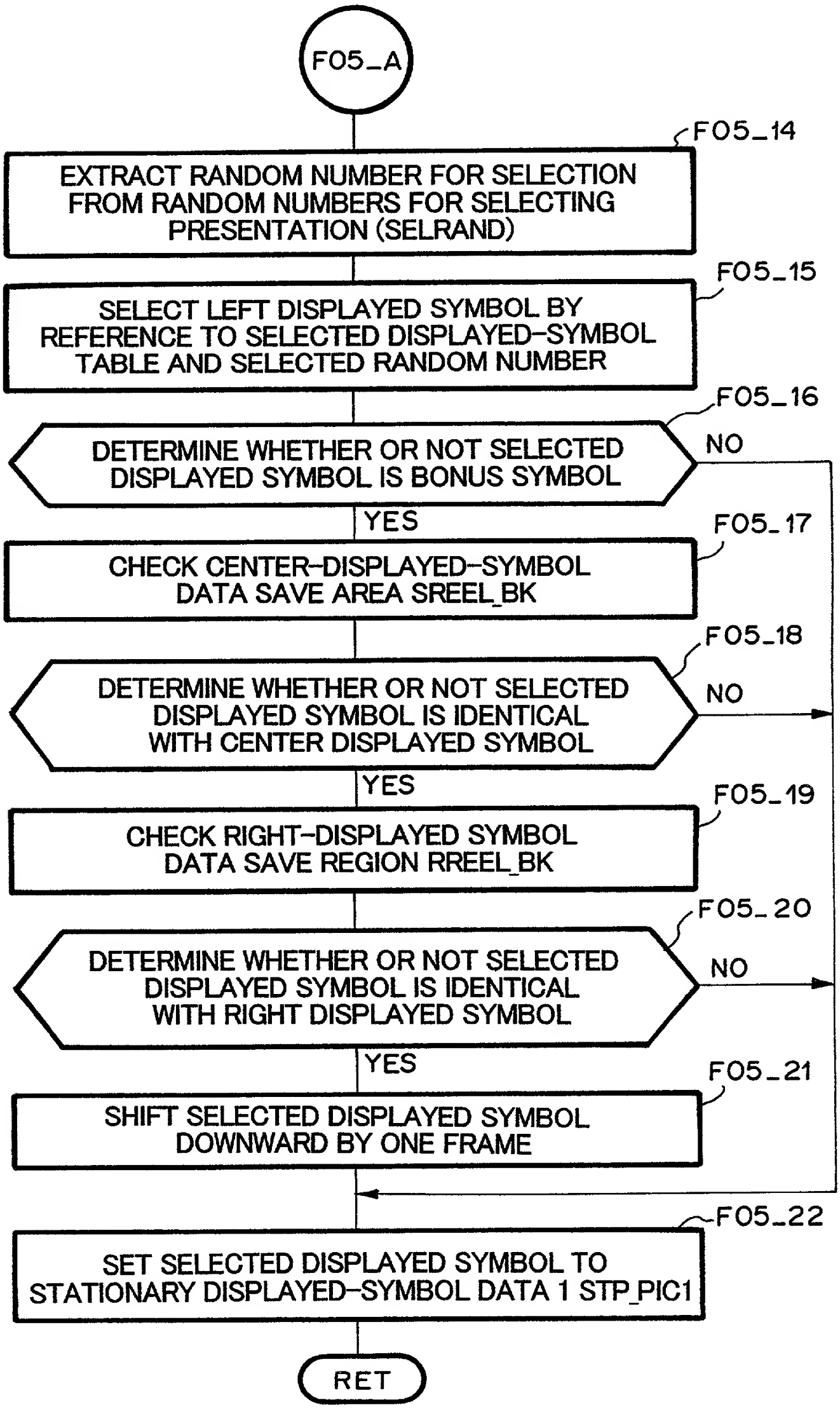

F05_A
F05_14
EXTRACT RANDOM NUMBER FOR SELECTION FROM RANDOM NUMBERS FOR SELECTING PRESENTATION (SELRAND)
F05_15
SELECT LEFT DISPLAYED SYMBOL BY REFERENCE TO SELECTED DISPLAYED-SYMBOL TABLE AND SELECTED RANDOM NUMBER
F05_16
DETERMINE WHETHER OR NOT SELECTED DISPLAYED SYMBOL IS BONUS SYMBOL
NO
YES
F05_17
CHECK CENTER-DISPLAYED-SYMBOL DATA SAVE AREA SREEL_BK
F05_18
DETERMINE WHETHER OR NOT SELECTED DISPLAYED SYMBOL IS IDENTICAL WITH CENTER DISPLAYED SYMBOL
NO
YES
F05_19
CHECK RIGHT-DISPLAYED SYMBOL DATA SAVE REGION RREEL_BK
F05_20
DETERMINE WHETHER OR NOT SELECTED DISPLAYED SYMBOL IS IDENTICAL WITH RIGHT DISPLAYED SYMBOL
NO
YES
F05_21
SHIFT SELECTED DISPLAYED SYMBOL DOWNWARD BY ONE FRAME
F05_22
SET SELECTED DISPLAYED SYMBOL TO STATIONARY DISPLAYED-SYMBOL DATA 1 STP_PIC1
RET

FIG.243

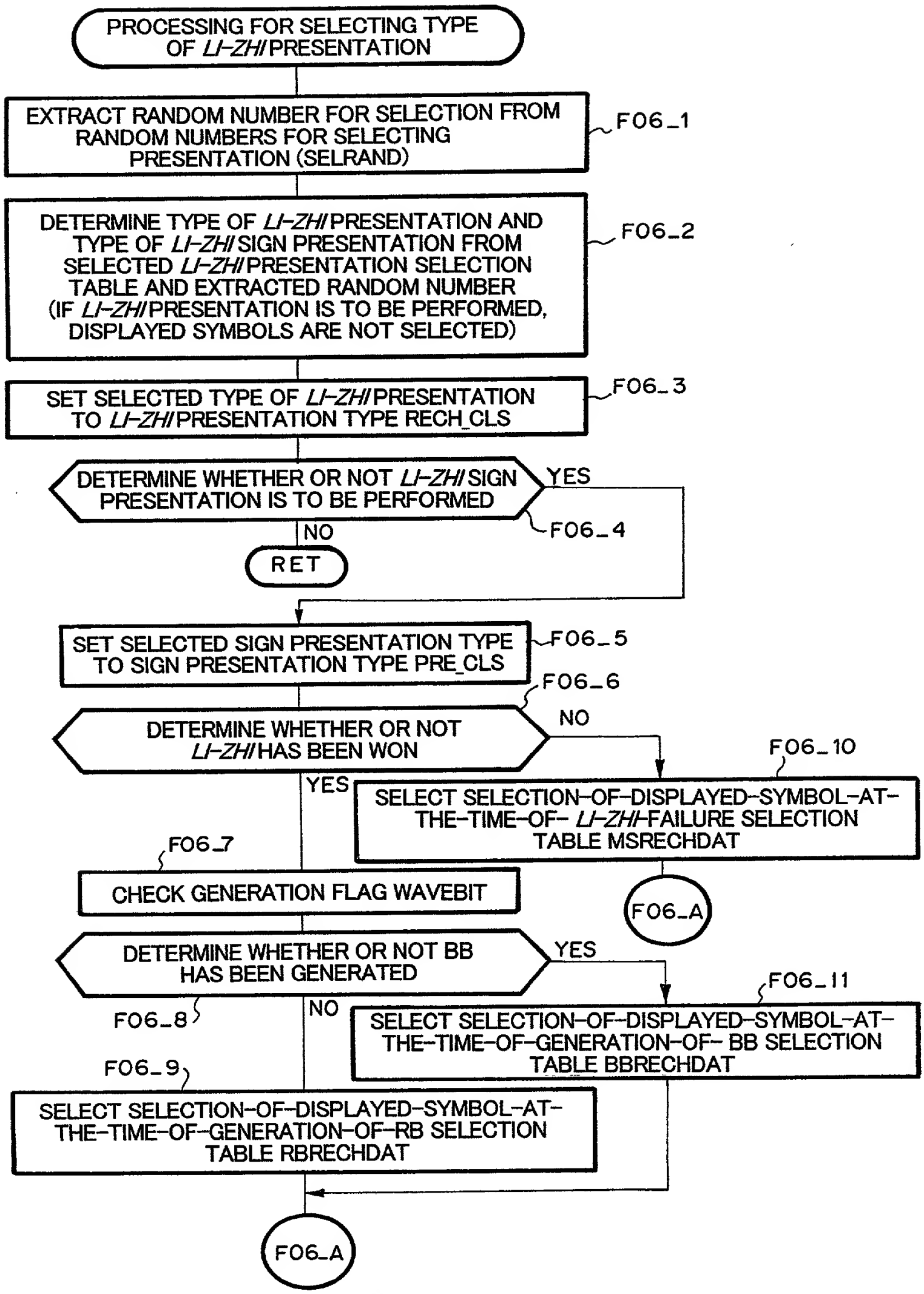

PROCESSING FOR SELECTING TYPE OF LI-ZHI PRESENTATION
EXTRACT RANDOM NUMBER FOR SELECTION FROM RANDOM NUMBERS FOR SELECTING PRESENTATION (SELRAND)
F06_1
DETERMINE TYPE OF LI-ZHI PRESENTATION AND TYPE OF LI-ZHI SIGN PRESENTATION FROM SELECTED LI-ZHI PRESENTATION SELECTION TABLE AND EXTRACTED RANDOM NUMBER (IF LI-ZHI PRESENTATION IS TO BE PERFORMED, DISPLAYED SYMBOLS ARE NOT SELECTED)
F06_2
SET SELECTED TYPE OF LI-ZHI PRESENTATION TO LI-ZHI PRESENTATION TYPE RECH_CLS
F06_3
DETERMINE WHETHER OR NOT LI-ZHI SIGN PRESENTATION IS TO BE PERFORMED
F06_4
YES
NO
RET
SET SELECTED SIGN PRESENTATION TYPE TO SIGN PRESENTATION TYPE PRE_CLS
F06_5
F06_6
DETERMINE WHETHER OR NOT LI-ZHI HAS BEEN WON
NO
YES
F06_10
SELECT SELECTION-OF-DISPLAYED-SYMBOL-AT-THE-TIME-OF- LI-ZHI-FAILURE SELECTION TABLE MSRECHDAT
F06_7
CHECK GENERATION FLAG WAVEBIT
F06_A
DETERMINE WHETHER OR NOT BB HAS BEEN GENERATED
YES
F06_11
F06_8
NO
SELECT SELECTION-OF-DISPLAYED-SYMBOL-AT-THE-TIME-OF-GENERATION-OF- BB SELECTION TABLE BBRECHDAT
F06_9
SELECT SELECTION-OF-DISPLAYED-SYMBOL-AT-THE-TIME-OF-GENERATION-OF-RB SELECTION TABLE RBRECHDAT
F06_A

FIG.244

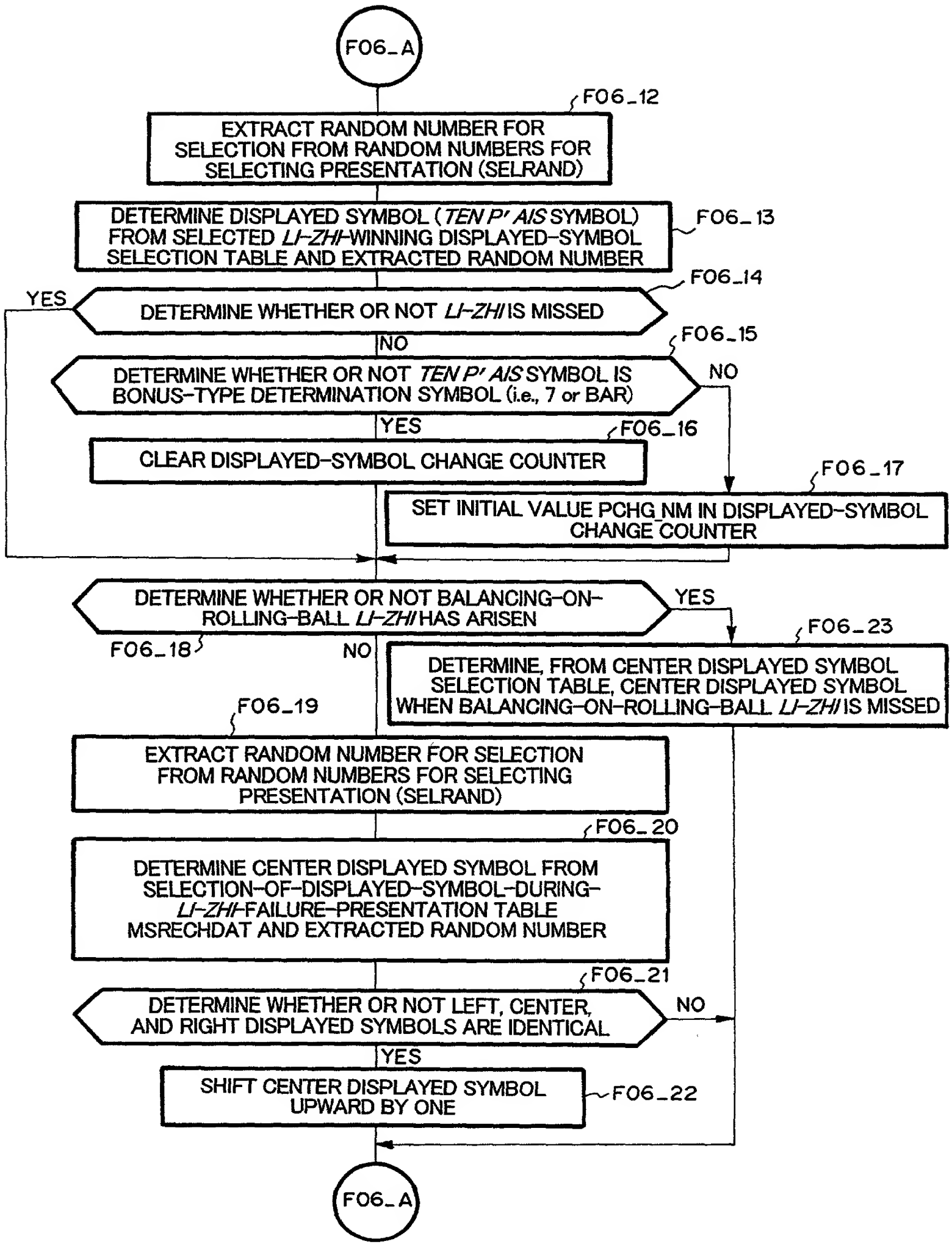

F06_A
F06_12
EXTRACT RANDOM NUMBER FOR SELECTION FROM RANDOM NUMBERS FOR SELECTING PRESENTATION (SELRAND)
DETERMINE DISPLAYED SYMBOL (TEN P' AIS SYMBOL) FROM SELECTED LI-ZHI-WINNING DISPLAYED-SYMBOL SELECTION TABLE AND EXTRACTED RANDOM NUMBER
F06_13
F06_14
YES
DETERMINE WHETHER OR NOT LI-ZHI IS MISSED
NO
F06_15
DETERMINE WHETHER OR NOT TEN P' AIS SYMBOL IS BONUS-TYPE DETERMINATION SYMBOL (i.e., 7 or BAR)
NO
YES
F06_16
CLEAR DISPLAYED-SYMBOL CHANGE COUNTER
F06_17
SET INITIAL VALUE PCHG_NM IN DISPLAYED-SYMBOL CHANGE COUNTER
DETERMINE WHETHER OR NOT BALANCING-ON-ROLLING-BALL LI-ZHI HAS ARISEN
YES
F06_18
NO
F06_23
DETERMINE, FROM CENTER DISPLAYED SYMBOL SELECTION TABLE, CENTER DISPLAYED SYMBOL WHEN BALANCING-ON-ROLLING-BALL LI-ZHI IS MISSED
F06_19
EXTRACT RANDOM NUMBER FOR SELECTION FROM RANDOM NUMBERS FOR SELECTING PRESENTATION (SELRAND)
F06_20
DETERMINE CENTER DISPLAYED SYMBOL FROM SELECTION-OF-DISPLAYED-SYMBOL-DURING-LI-ZHI-FAILURE-PRESENTATION TABLE MSRECHDAT AND EXTRACTED RANDOM NUMBER
F06_21
DETERMINE WHETHER OR NOT LEFT, CENTER, AND RIGHT DISPLAYED SYMBOLS ARE IDENTICAL
NO
YES
SHIFT CENTER DISPLAYED SYMBOL UPWARD BY ONE
F06_22
F06_A

FIG.245

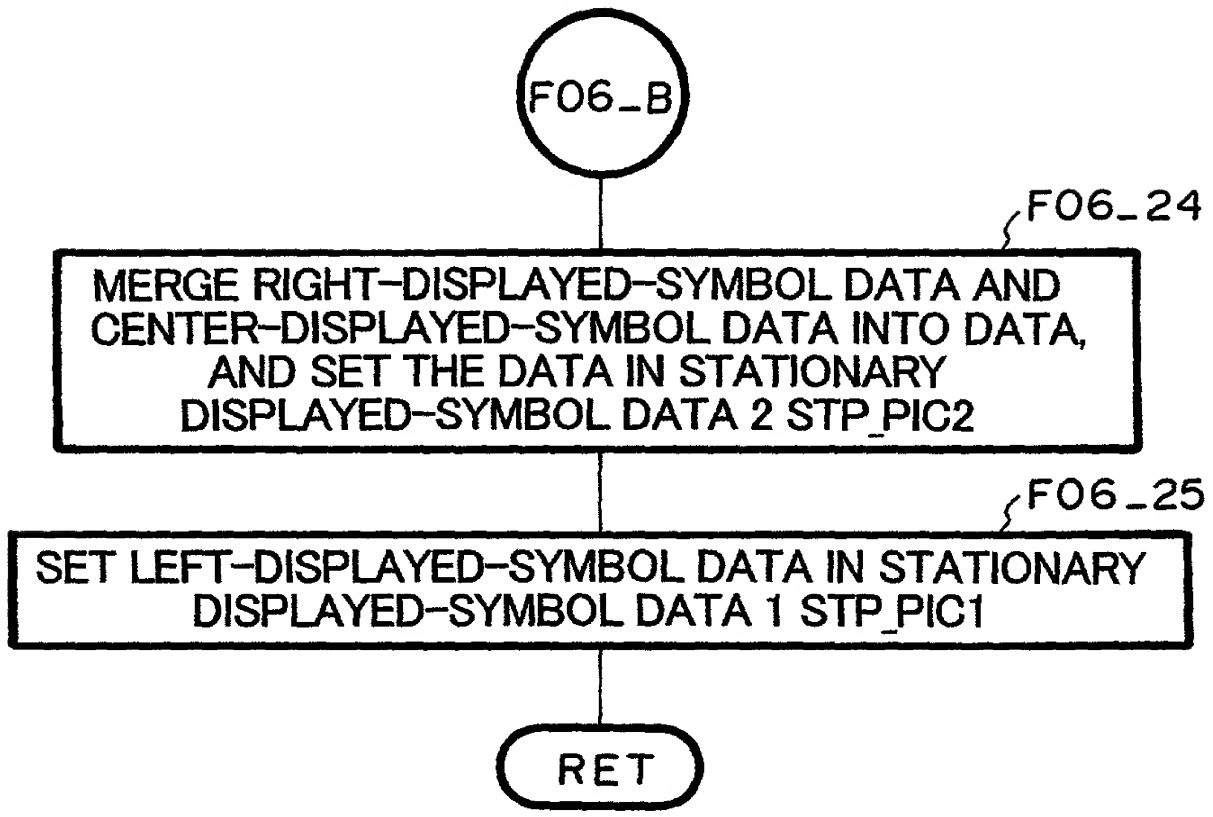


FIG.246

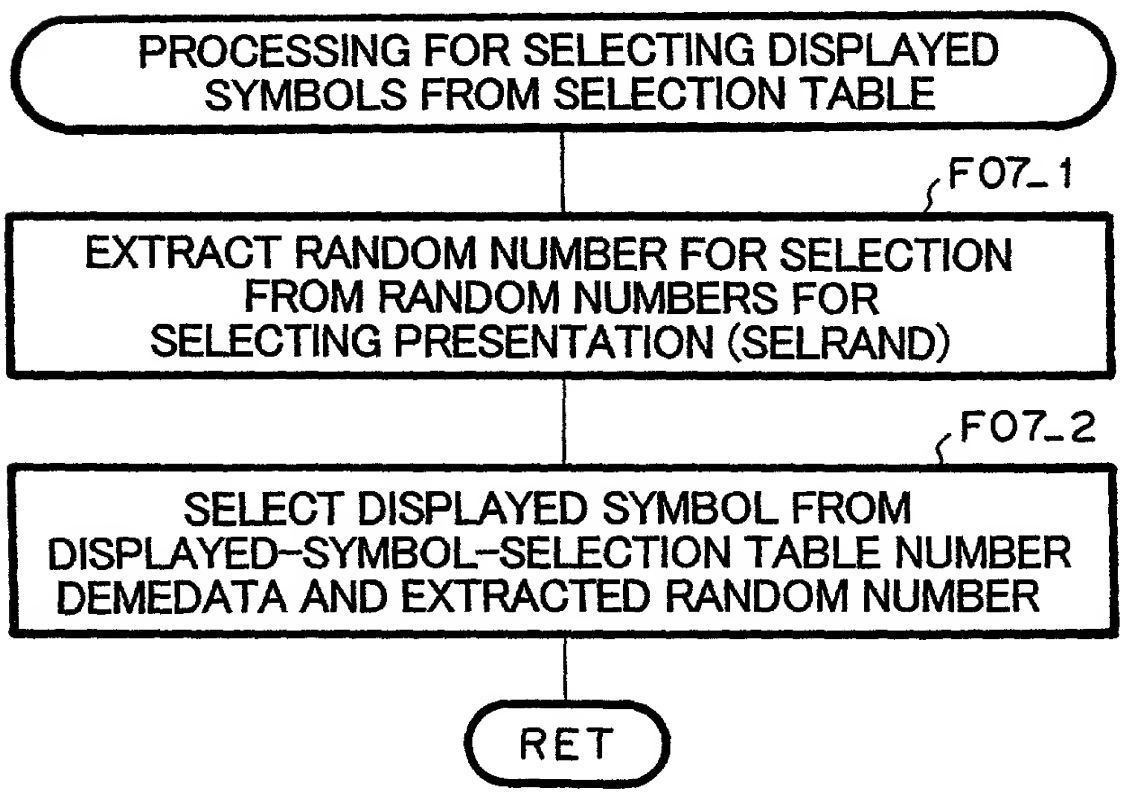


FIG.247

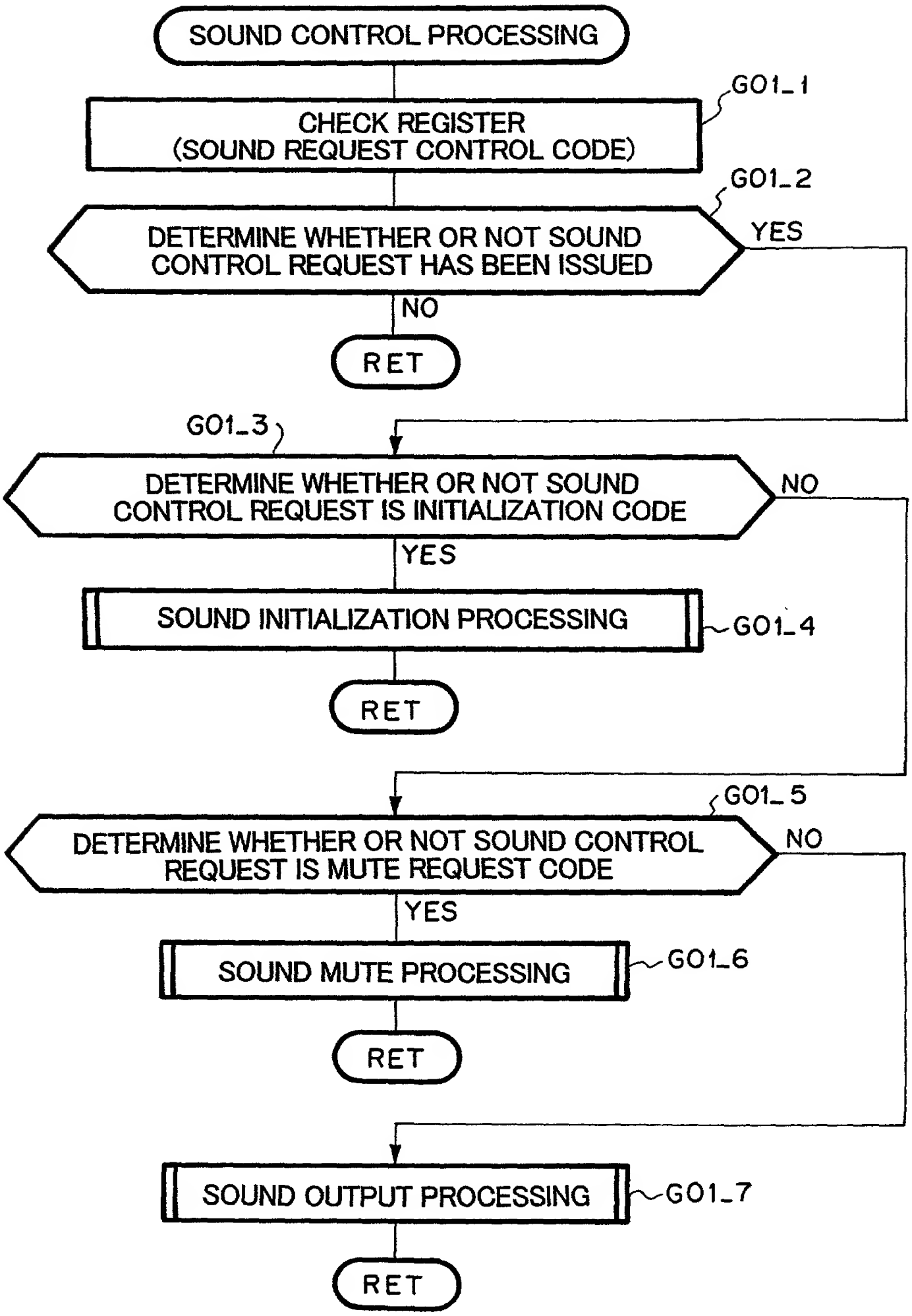

SOUND CONTROL PROCESSING
G01_1
CHECK REGISTER
(SOUND REQUEST CONTROL CODE)
G01_2
DETERMINE WHETHER OR NOT SOUND CONTROL REQUEST HAS BEEN ISSUED
YES
NO
RET
G01_3
DETERMINE WHETHER OR NOT SOUND CONTROL REQUEST IS INITIALIZATION CODE
NO
YES
SOUND INITIALIZATION PROCESSING
G01_4
RET
G01_5
DETERMINE WHETHER OR NOT SOUND CONTROL REQUEST IS MUTE REQUEST CODE
NO
YES
SOUND MUTE PROCESSING
G01_6
RET
SOUND OUTPUT PROCESSING
G01_7
RET

FIG.248

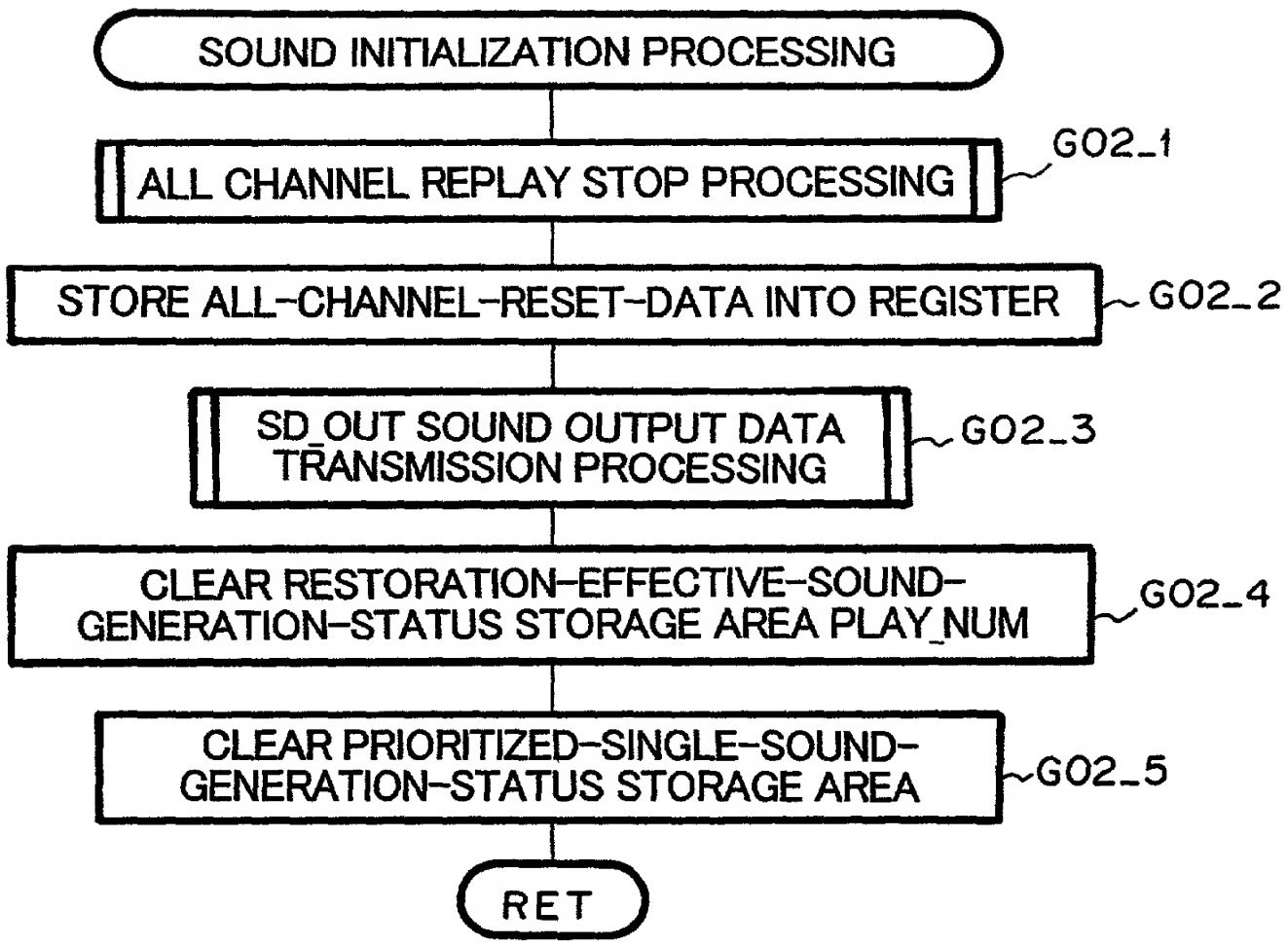


FIG.249

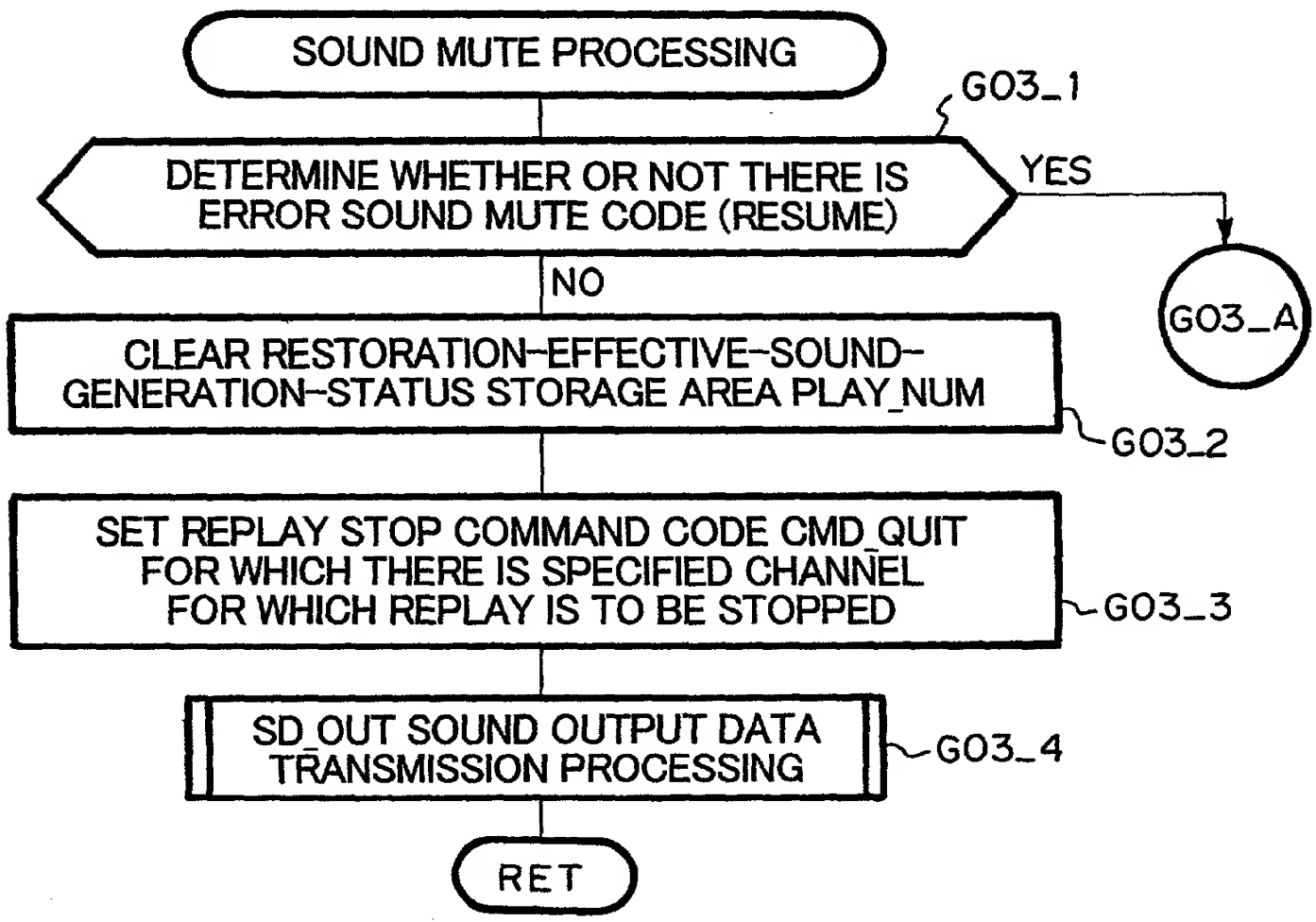


FIG.250

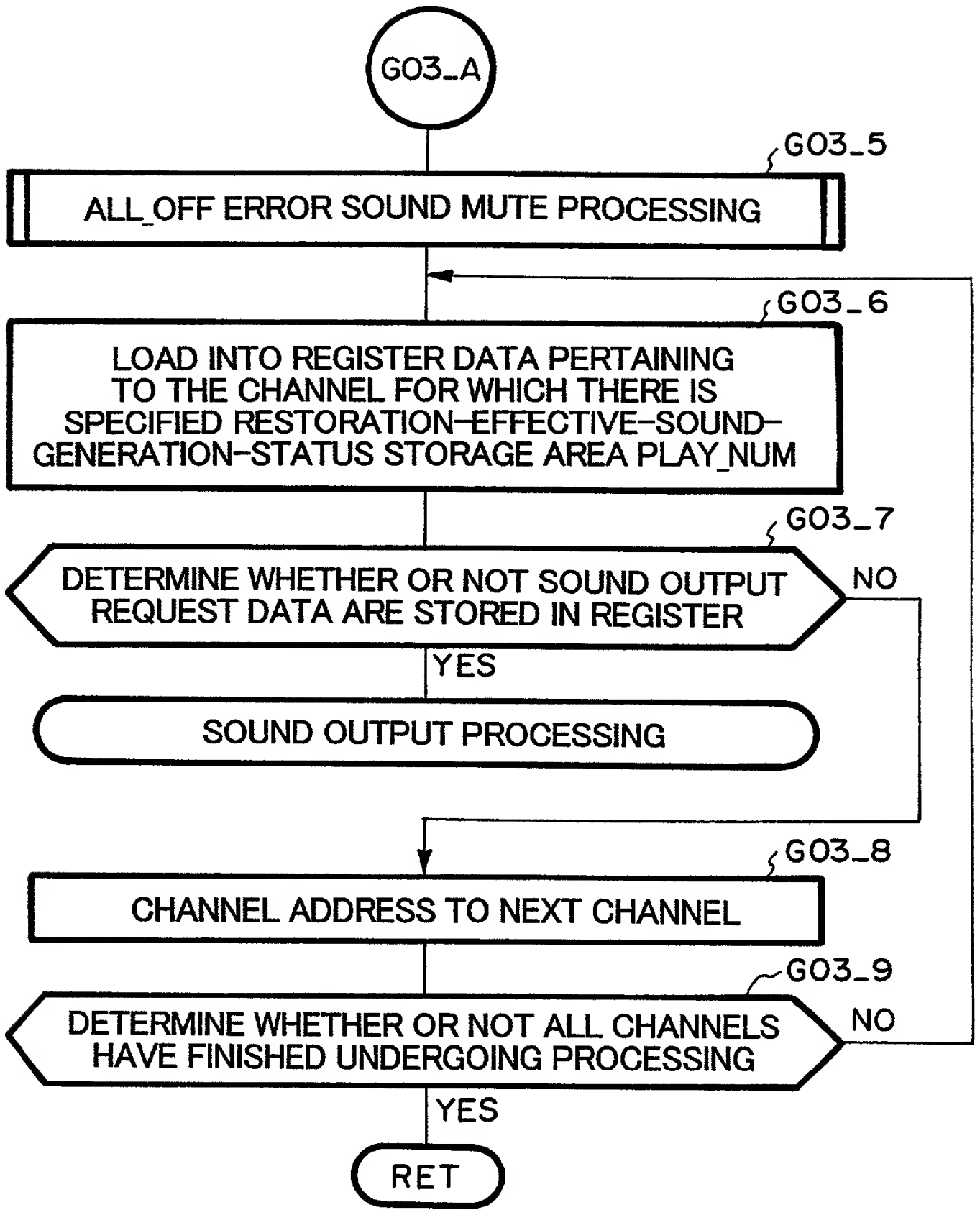

G03_A
G03_5
ALL_OFF ERROR SOUND MUTE PROCESSING
G03_6
LOAD INTO REGISTER DATA PERTAINING TO THE CHANNEL FOR WHICH THERE IS SPECIFIED RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS STORAGE AREA PLAY_NUM
G03_7
DETERMINE WHETHER OR NOT SOUND OUTPUT REQUEST DATA ARE STORED IN REGISTER
NO
YES
SOUND OUTPUT PROCESSING
G03_8
CHANNEL ADDRESS TO NEXT CHANNEL
G03_9
DETERMINE WHETHER OR NOT ALL CHANNELS HAVE FINISHED UNDERGOING PROCESSING
NO
YES
RET

FIG.251

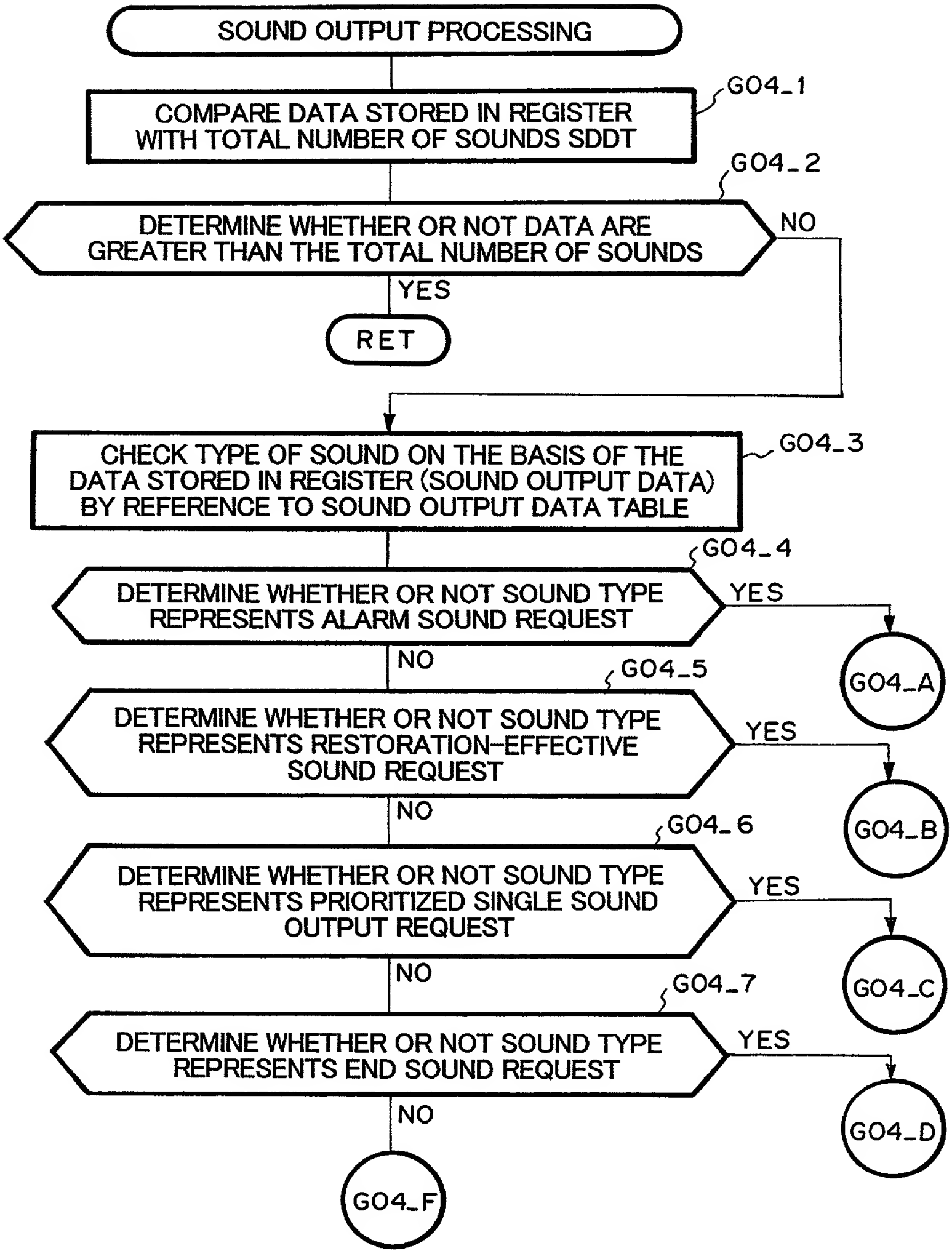

SOUND OUTPUT PROCESSING
G04_1
COMPARE DATA STORED IN REGISTER WITH TOTAL NUMBER OF SOUNDS SDDT
G04_2
DETERMINE WHETHER OR NOT DATA ARE GREATER THAN THE TOTAL NUMBER OF SOUNDS
NO
YES
RET
G04_3
CHECK TYPE OF SOUND ON THE BASIS OF THE DATA STORED IN REGISTER (SOUND OUTPUT DATA) BY REFERENCE TO SOUND OUTPUT DATA TABLE
G04_4
DETERMINE WHETHER OR NOT SOUND TYPE REPRESENTS ALARM SOUND REQUEST
YES
G04_A
NO
G04_5
DETERMINE WHETHER OR NOT SOUND TYPE REPRESENTS RESTORATION-EFFECTIVE SOUND REQUEST
YES
G04_B
NO
G04_6
DETERMINE WHETHER OR NOT SOUND TYPE REPRESENTS PRIORITIZED SINGLE SOUND OUTPUT REQUEST
YES
G04_C
NO
G04_7
DETERMINE WHETHER OR NOT SOUND TYPE REPRESENTS END SOUND REQUEST
YES
G04_D
NO
G04_F

FIG.252

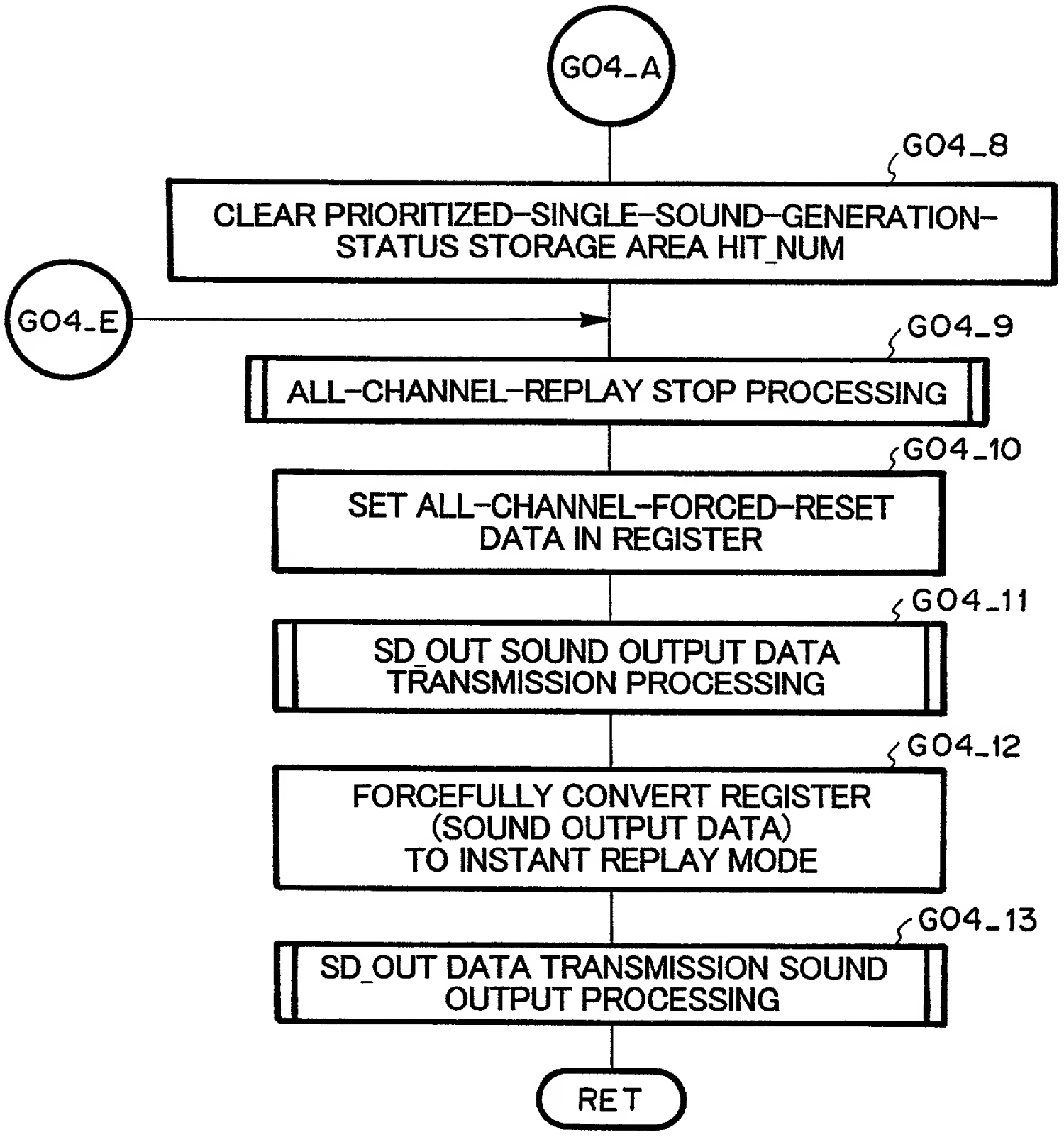

G04_A
G04_8
CLEAR PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS STORAGE AREA HIT_NUM
G04_E
G04_9
ALL-CHANNEL-REPLAY STOP PROCESSING
G04_10
SET ALL-CHANNEL-FORCED-RESET DATA IN REGISTER
G04_11
SD_OUT SOUND OUTPUT DATA TRANSMISSION PROCESSING
G04_12
FORCEFULLY CONVERT REGISTER (SOUND OUTPUT DATA) TO INSTANT REPLAY MODE
G04_13
SD_OUT DATA TRANSMISSION SOUND OUTPUT PROCESSING
RET

FIG.253

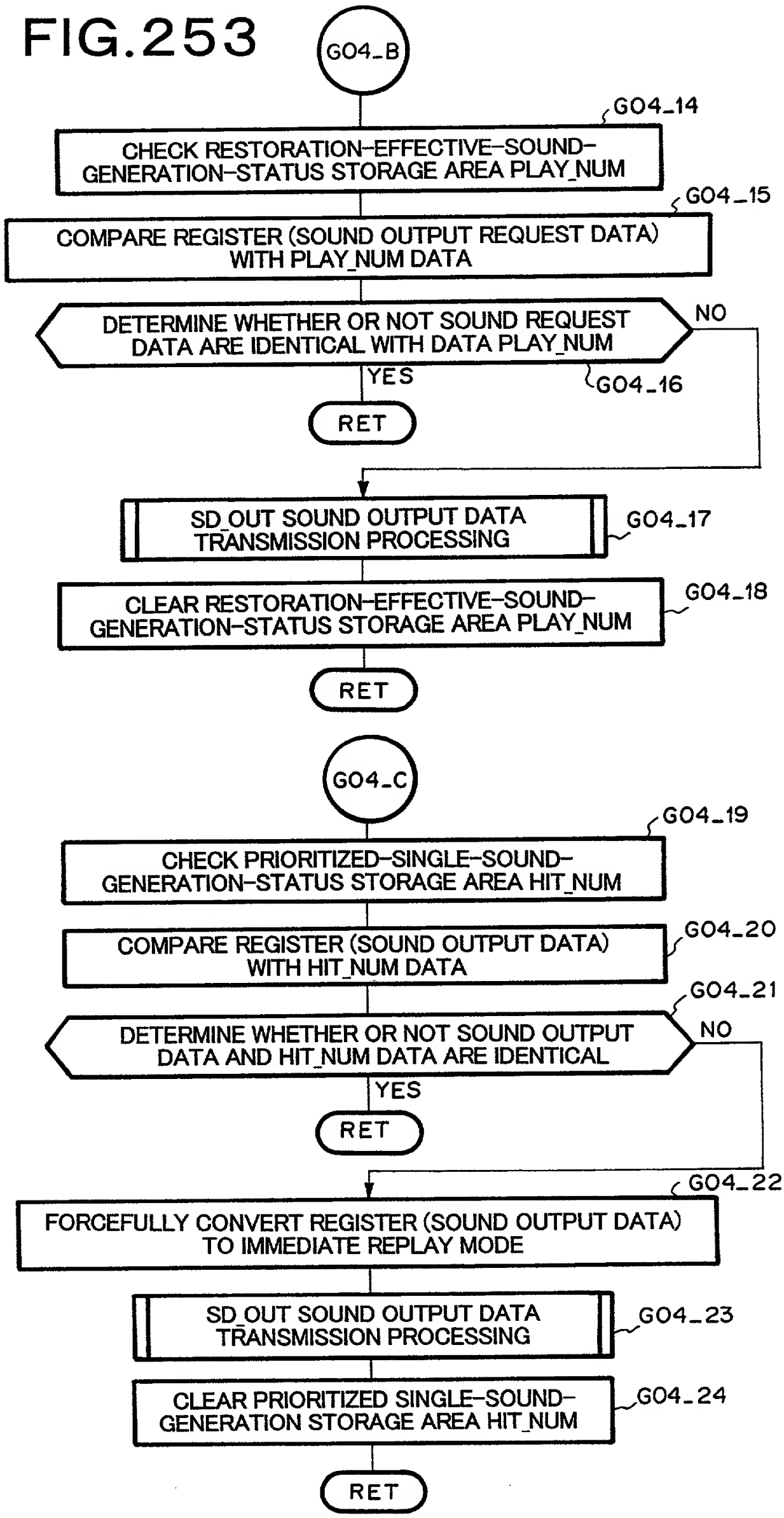

G04_B
G04_14
CHECK RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS STORAGE AREA PLAY_NUM
G04_15
COMPARE REGISTER (SOUND OUTPUT REQUEST DATA) WITH PLAY_NUM DATA
DETERMINE WHETHER OR NOT SOUND REQUEST DATA ARE IDENTICAL WITH DATA PLAY_NUM
NO
YES
G04_16
RET
SD_OUT SOUND OUTPUT DATA TRANSMISSION PROCESSING
G04_17
CLEAR RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS STORAGE AREA PLAY_NUM
G04_18
RET
G04_C
G04_19
CHECK PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS STORAGE AREA HIT_NUM
COMPARE REGISTER (SOUND OUTPUT DATA) WITH HIT_NUM DATA
G04_20
G04_21
DETERMINE WHETHER OR NOT SOUND OUTPUT DATA AND HIT_NUM DATA ARE IDENTICAL
NO
YES
RET
G04_22
FORCEFULLY CONVERT REGISTER (SOUND OUTPUT DATA) TO IMMEDIATE REPLAY MODE
SD_OUT SOUND OUTPUT DATA TRANSMISSION PROCESSING
G04_23
CLEAR PRIORITIZED SINGLE-SOUND-GENERATION STORAGE AREA HIT_NUM
G04_24
RET

FIG.254

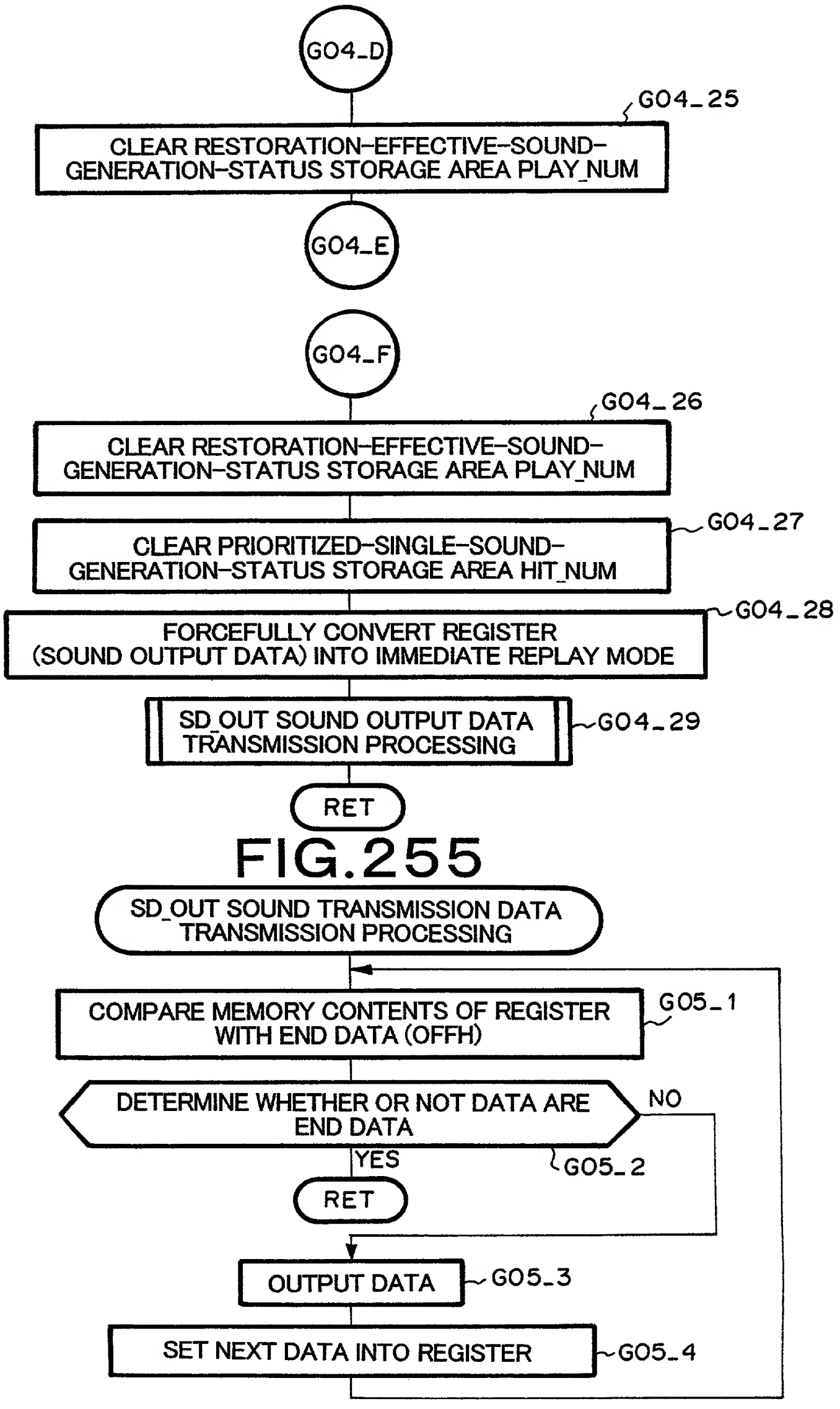


FIG.255

FIG.256

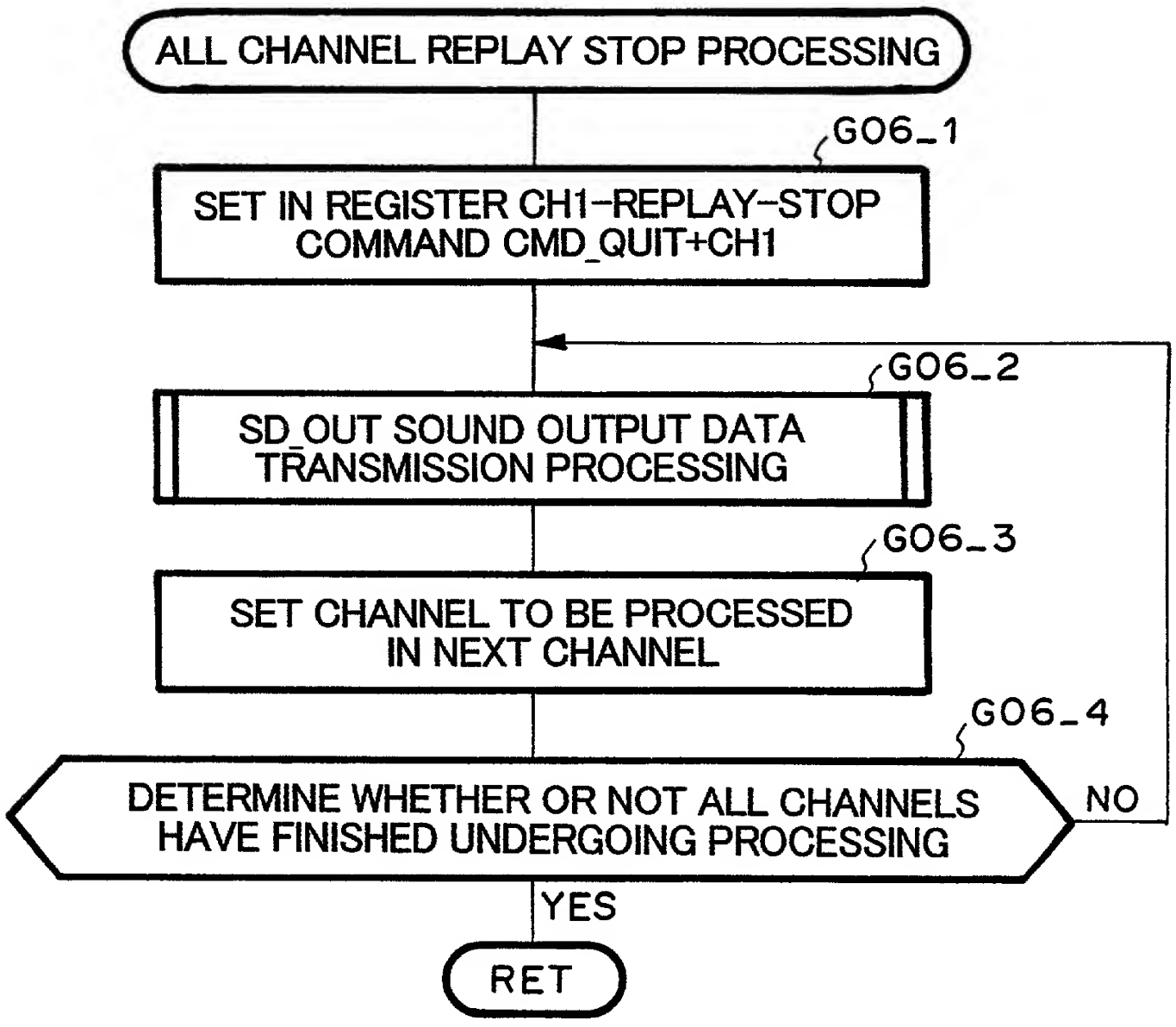

ALL CHANNEL REPLAY STOP PROCESSING
G06_1
SET IN REGISTER CH1-REPLAY-STOP COMMAND CMD_QUIT+CH1
G06_2
SD_OUT SOUND OUTPUT DATA TRANSMISSION PROCESSING
G06_3
SET CHANNEL TO BE PROCESSED IN NEXT CHANNEL
G06_4
DETERMINE WHETHER OR NOT ALL CHANNELS HAVE FINISHED UNDERGOING PROCESSING
NO
YES
RET

FIG.257

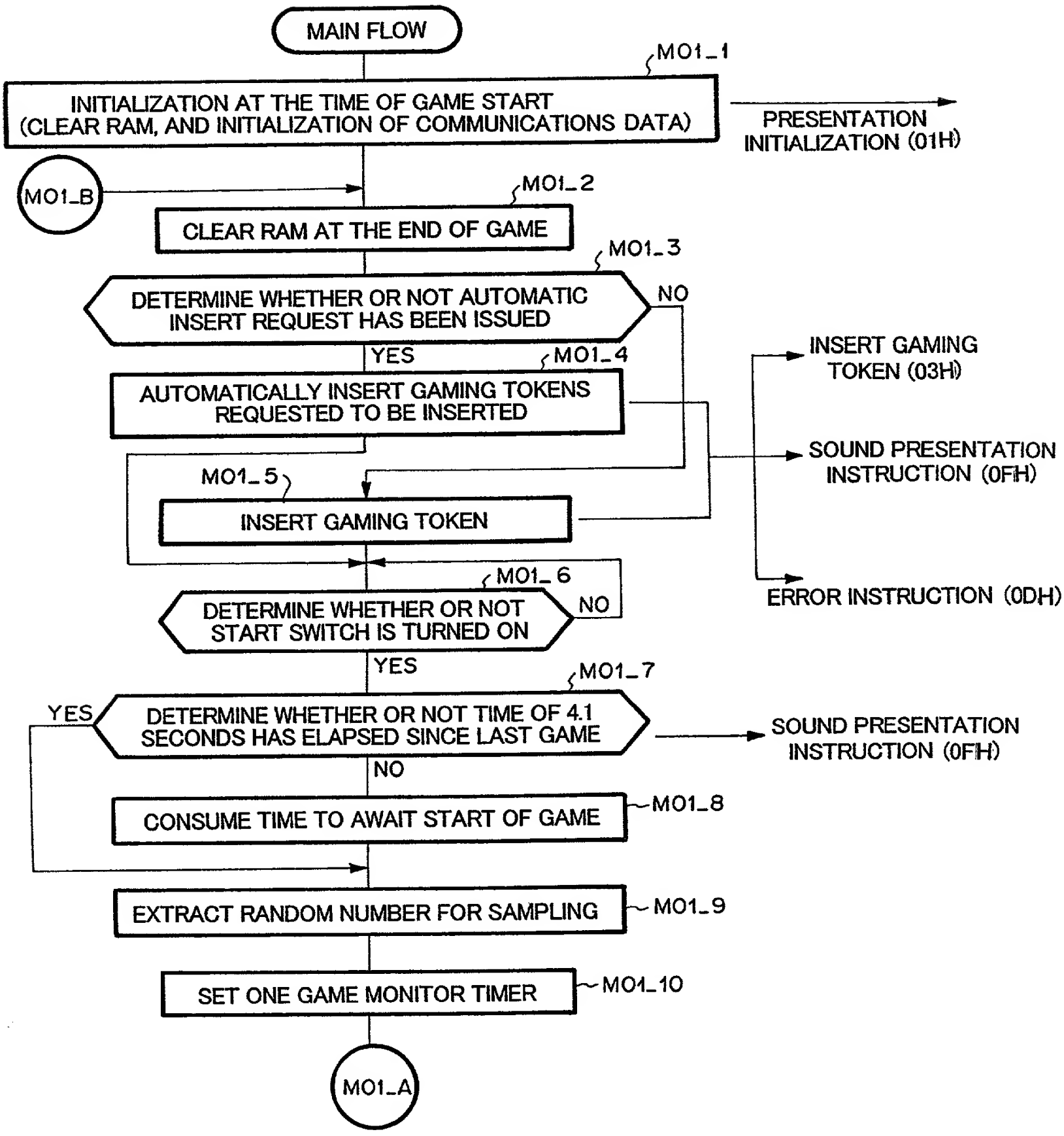

MAIN FLOW
M01_1
INITIALIZATION AT THE TIME OF GAME START (CLEAR RAM, AND INITIALIZATION OF COMMUNICATIONS DATA)
PRESENTATION INITIALIZATION (01H)
M01_B
M01_2
CLEAR RAM AT THE END OF GAME
M01_3
DETERMINE WHETHER OR NOT AUTOMATIC INSERT REQUEST HAS BEEN ISSUED
NO
YES
M01_4
AUTOMATICALLY INSERT GAMING TOKENS REQUESTED TO BE INSERTED
INSERT GAMING TOKEN (03H)
SOUND PRESENTATION INSTRUCTION (0FH)
M01_5
INSERT GAMING TOKEN
M01_6
DETERMINE WHETHER OR NOT START SWITCH IS TURNED ON
NO
ERROR INSTRUCTION (0DH)
YES
M01_7
YES
DETERMINE WHETHER OR NOT TIME OF 4.1 SECONDS HAS ELAPSED SINCE LAST GAME
SOUND PRESENTATION INSTRUCTION (0FH)
NO
CONSUME TIME TO AWAIT START OF GAME
M01_8
EXTRACT RANDOM NUMBER FOR SAMPLING
M01_9
SET ONE GAME MONITOR TIMER
M01_10
M01_A

FIG.258

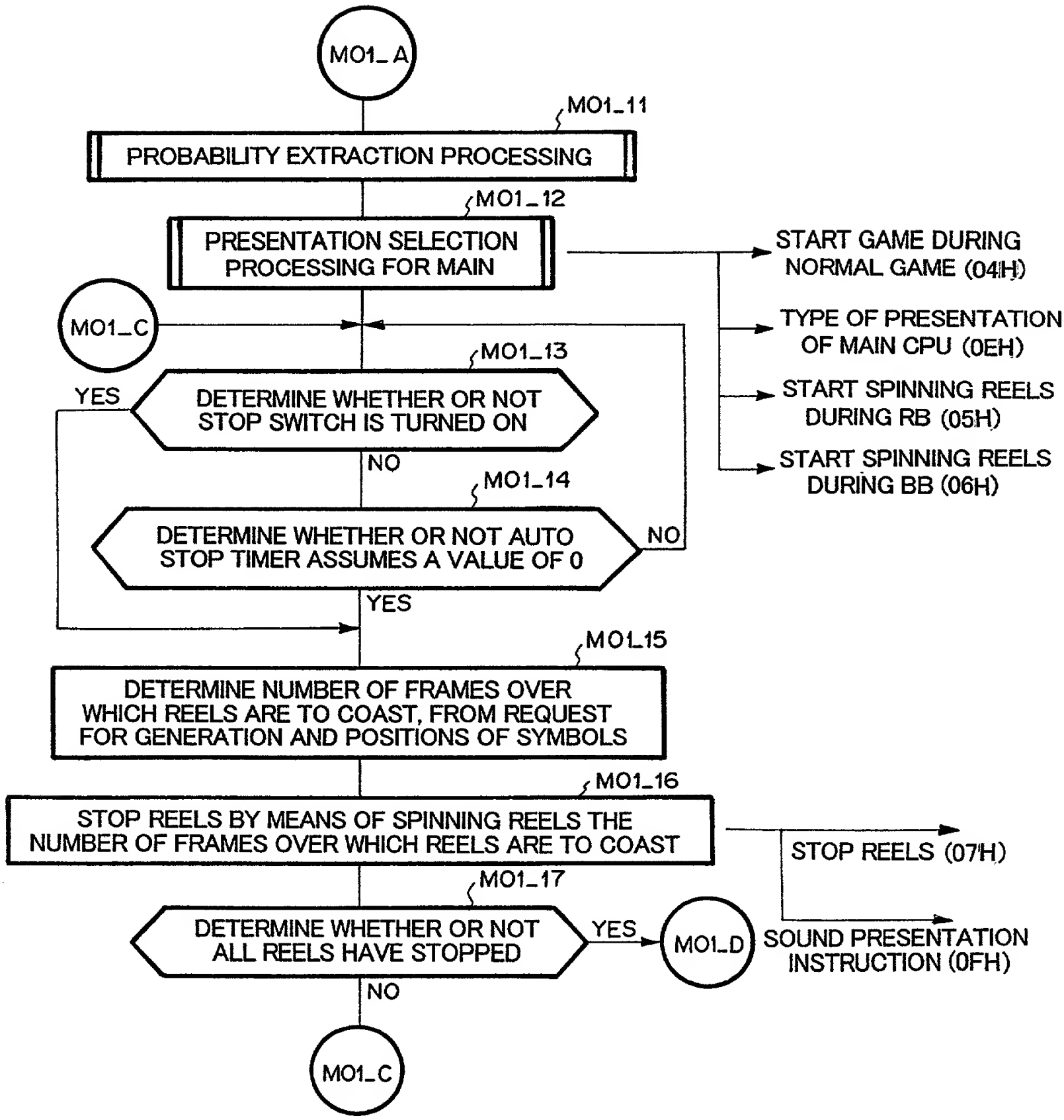

M01_A
M01_11
PROBABILITY EXTRACTION PROCESSING
M01_12
PRESENTATION SELECTION PROCESSING FOR MAIN
START GAME DURING NORMAL GAME (04H)
TYPE OF PRESENTATION OF MAIN CPU (0EH)
START SPINNING REELS DURING RB (05H)
START SPINNING REELS DURING BB (06H)
M01_C
M01_13
YES
DETERMINE WHETHER OR NOT STOP SWITCH IS TURNED ON
NO
M01_14
DETERMINE WHETHER OR NOT AUTO STOP TIMER ASSUMES A VALUE OF 0
NO
YES
M01_15
DETERMINE NUMBER OF FRAMES OVER WHICH REELS ARE TO COAST, FROM REQUEST FOR GENERATION AND POSITIONS OF SYMBOLS
M01_16
STOP REELS BY MEANS OF SPINNING REELS THE NUMBER OF FRAMES OVER WHICH REELS ARE TO COAST
STOP REELS (07H)
M01_17
DETERMINE WHETHER OR NOT ALL REELS HAVE STOPPED
YES
M01_D
SOUND PRESENTATION INSTRUCTION (0FH)
NO
M01_C

FIG.259

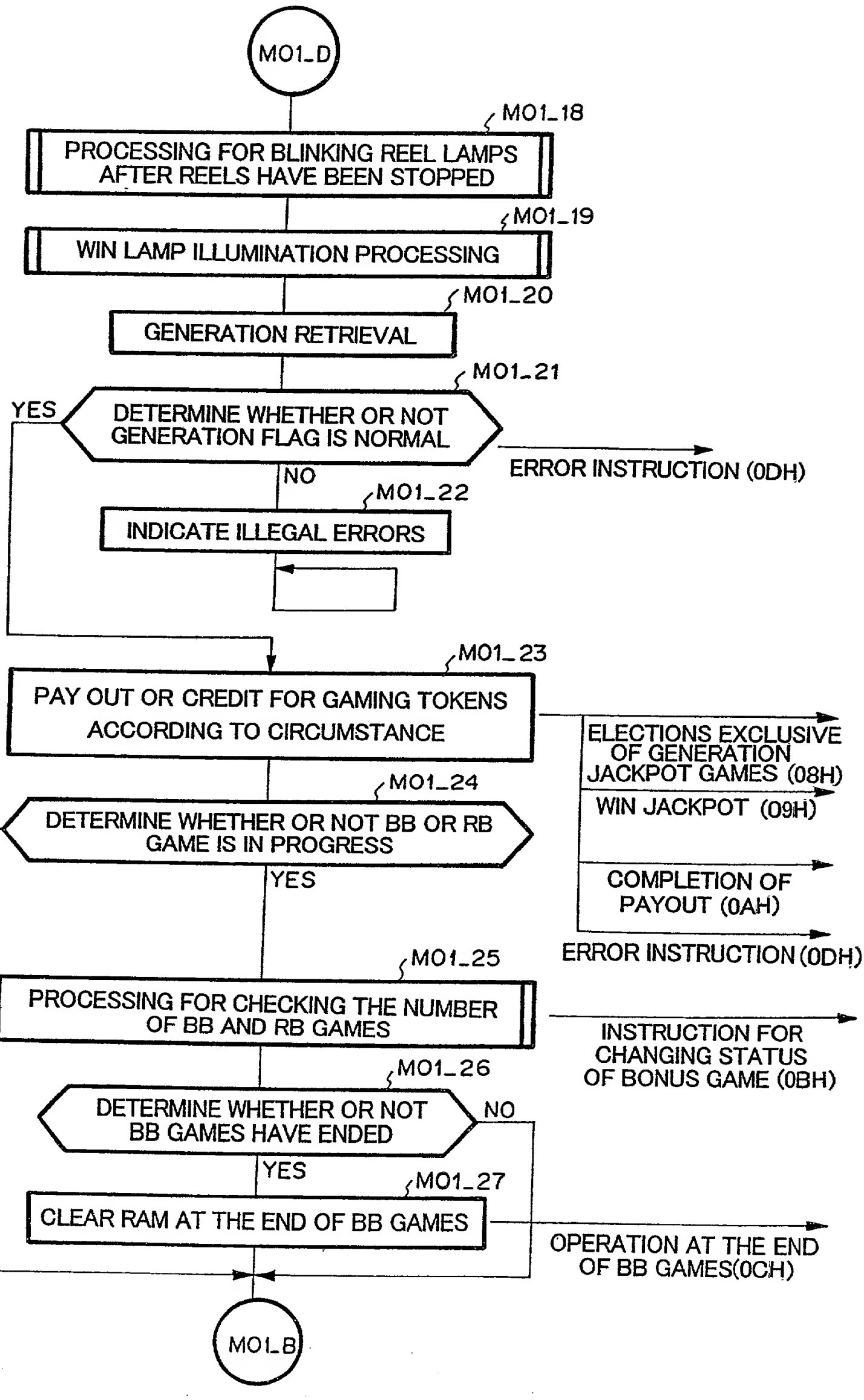
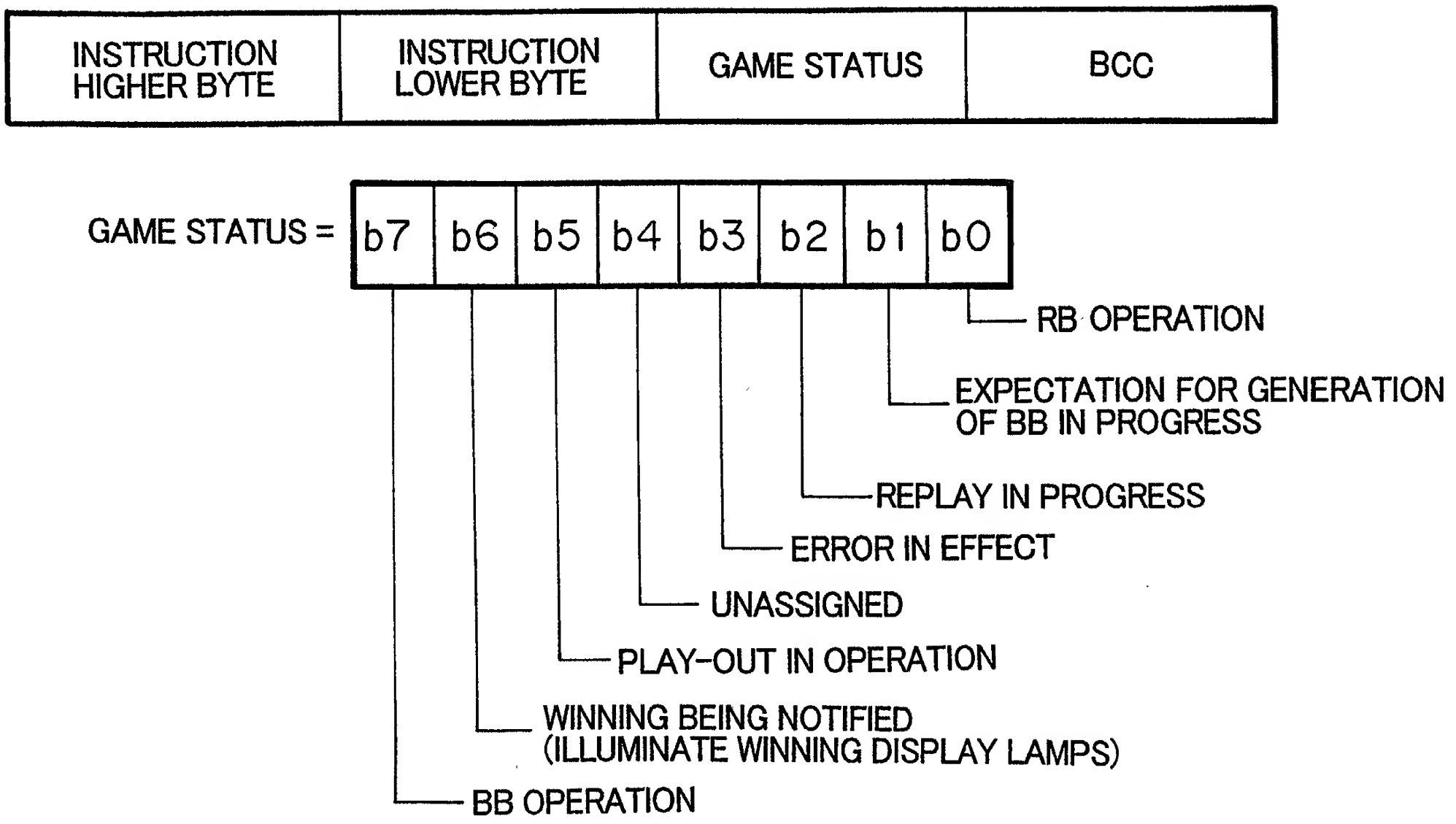

M01_D
M01_18
PROCESSING FOR BLINKING REEL LAMPS AFTER REELS HAVE BEEN STOPPED
M01_19
WIN LAMP ILLUMINATION PROCESSING
M01_20
GENERATION RETRIEVAL
M01_21
YES
DETERMINE WHETHER OR NOT GENERATION FLAG IS NORMAL
ERROR INSTRUCTION (0DH)
NO
M01_22
INDICATE ILLEGAL ERRORS
M01_23
PAY OUT OR CREDIT FOR GAMING TOKENS ACCORDING TO CIRCUMSTANCE
ELECTIONS EXCLUSIVE OF GENERATION JACKPOT GAMES (08H)
WIN JACKPOT (09H)
COMPLETION OF PAYOUT (0AH)
ERROR INSTRUCTION (0DH)
M01_24
NO
DETERMINE WHETHER OR NOT BB OR RB GAME IS IN PROGRESS
YES
M01_25
PROCESSING FOR CHECKING THE NUMBER OF BB AND RB GAMES
INSTRUCTION FOR CHANGING STATUS OF BONUS GAME (0BH)
M01_26
DETERMINE WHETHER OR NOT BB GAMES HAVE ENDED
NO
YES
M01_27
CLEAR RAM AT THE END OF BB GAMES
OPERATION AT THE END OF BB GAMES(0CH)
M01_B

FIG.260



BCC = EXCLUSIVE OR OF INSTRUCTION HIGHER BYTE, INSTRUCTION LOWER BYTE, AND STATUS OF GAMING

FIG. 261

BLINKING PATTERN 1

STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)

TIME REQUIRED FOR MOVING PATTERN
(103.25ms)

ILLUMINATED EXTINGUISHED

FIG. 262

BLINKING PATTERN 2

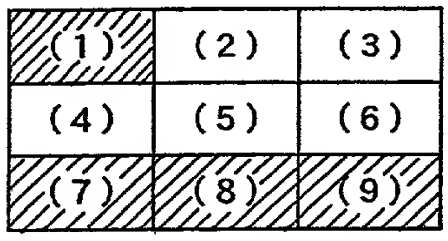
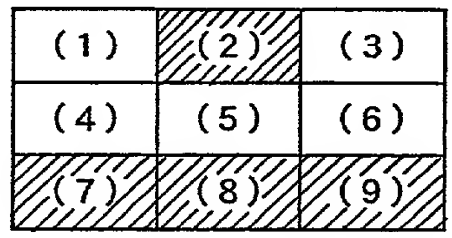
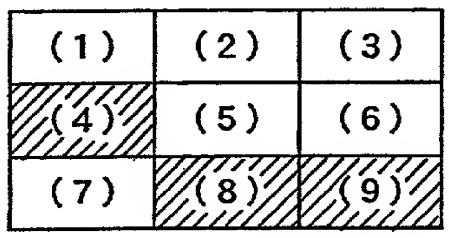
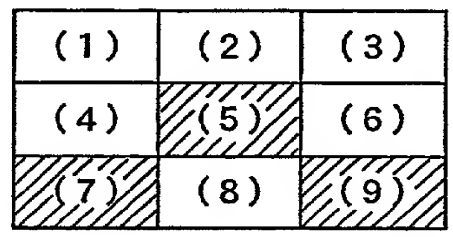
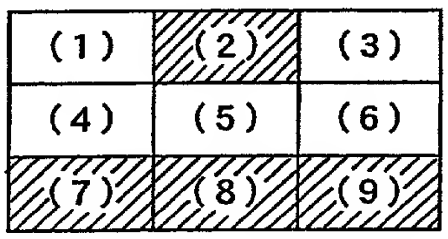
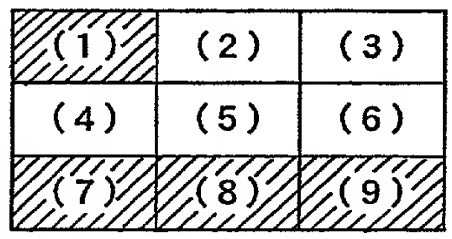
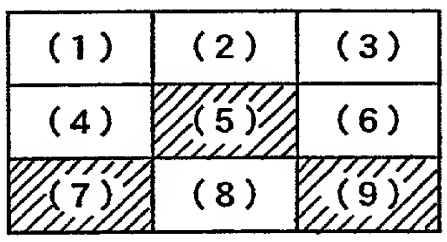
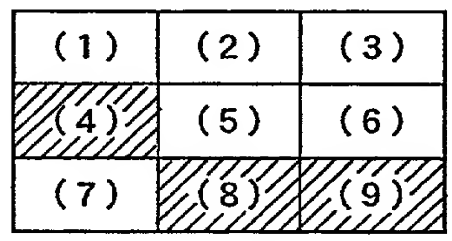
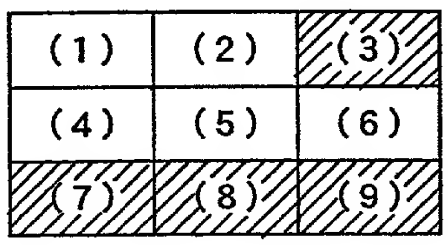
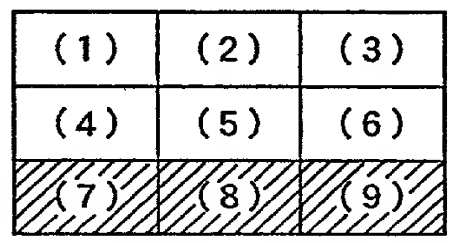
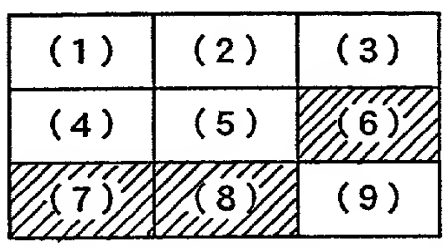
STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	10	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	11	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)		

TIME REQUIRED FOR MOVING PATTERN
(150.18ms)

ILLUMINATED EXTINGUISHED

FIG. 263

BLINKING PATTERN 3

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1		7	
2		8	
3		9	
4		10	
5		11	
6			

TIME REQUIRED FOR MOVING PATTERN
(75.09ms)

ILLUMINATED EXTINGUISHED

FIG. 264

BLINKING PATTERN 4

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) **(4)** (5) (6) (7) (8) (9)	6	(1) (2) (3) (4) (5) **(6)** (7) (8) (9)
2	**(1)** (2) (3) **(4)** **(5)** (6) **(7)** (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	**(1)** **(2)** (3) **(4)** **(5)** **(6)** **(7)** **(8)** (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) **(2)** **(3)** **(4)** **(5)** **(6)** (7) **(8)** **(9)**	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) **(3)** (4) **(5)** **(6)** (7) (8) **(9)**		

TIME REQUIRED FOR MOVING PATTERN
(150.18ms)

ILLUMINATED EXTINGUISHED

FIG. 265

BLINKING PATTERN 5

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	6	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	7	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	8	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)		

TIME REQUIRED FOR MOVING PATTERN
(103.25ms)

ON OFF

FIG. 266

BLINKING PATTERN 6

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	10	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	11	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	12	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	13	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	14	(1) (2) (3) (4) (5) (6) (7) (8) (9)
7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	15	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) (2) (3) (4) (5) (6) (7) (8) (9)		

TIME REQUIRED FOR MOVING PATTERN
(150.18ms)

ON OFF

FIG. 267

BLINKING PATTERN 7

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) (7) (8) (9)	9	(1) (2) (3) (4) (5) (6) (7) (8) (9)
2	(1) (2) (3) (4) (5) (6) (7) (8) (9)	10	(1) (2) (3) (4) (5) (6) (7) (8) (9)
3	(1) (2) (3) (4) (5) (6) (7) (8) (9)	11	(1) (2) (3) (4) (5) (6) (7) (8) (9)
4	(1) (2) (3) (4) (5) (6) (7) (8) (9)	12	(1) (2) (3) (4) (5) (6) (7) (8) (9)
5	(1) (2) (3) (4) (5) (6) (7) (8) (9)	13	(1) (2) (3) (4) (5) (6) (7) (8) (9)
6	(1) (2) (3) (4) (5) (6) (7) (8) (9)	14	(1) (2) (3) (4) (5) (6) (7) (8) (9)
7	(1) (2) (3) (4) (5) (6) (7) (8) (9)	15	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) (2) (3) (4) (5) (6) (7) (8) (9)		

TIME REQUIRED FOR MOVING PATTERN
(75.09ms)

NO OFF

FIG. 268

BLINKING PATTERN 8

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN
1	(1) (2) (3) (4) (5) (6) **(7)** (8) (9)	9	(1) (2) (3) (4) (5) **(6)** **(7)** (8) (9)
2	(1) (2) (3) **(4)** (5) (6) **(7)** (8) (9)	10	(1) (2) (3) (4) **(5)** (6) (7) (8) (9)
3	(1) **(2)** (3) **(4)** (5) (6) (7) (8) (9)	11	(1) (2) (3) (4) (5) **(6)** (7) **(8)** (9)
4	(1) **(2)** **(3)** **(4)** (5) (6) (7) (8) (9)	12	(1) (2) (3) (4) (5) (6) (7) (8) **(9)**
5	(1) **(2)** **(3)** (4) (5) (6) (7) (8) (9)	13	(1) (2) (3) (4) (5) (6) (7) **(8)** (9)
6	(1) (2) **(3)** **(4)** (5) (6) (7) (8) (9)	14	(1) (2) (3) (4) (5) (6) (7) (8) **(9)**
7	(1) **(2)** (3) (4) (5) (6) **(7)** (8) (9)	15	(1) (2) (3) (4) (5) (6) (7) (8) (9)
8	(1) (2) **(3)** (4) **(5)** (6) (7) (8) (9)		

TIME REQUIRED FOR MOVING PATTERN
(103.25ms)

ON OFF